



This is a digital copy of a book that was preserved for generations on library shelves before it was carefully scanned by Google as part of a project to make the world's books discoverable online.

It has survived long enough for the copyright to expire and the book to enter the public domain. A public domain book is one that was never subject to copyright or whose legal copyright term has expired. Whether a book is in the public domain may vary country to country. Public domain books are our gateways to the past, representing a wealth of history, culture and knowledge that's often difficult to discover.

Marks, notations and other marginalia present in the original volume will appear in this file - a reminder of this book's long journey from the publisher to a library and finally to you.

Usage guidelines

Google is proud to partner with libraries to digitize public domain materials and make them widely accessible. Public domain books belong to the public and we are merely their custodians. Nevertheless, this work is expensive, so in order to keep providing this resource, we have taken steps to prevent abuse by commercial parties, including placing technical restrictions on automated querying.

We also ask that you:

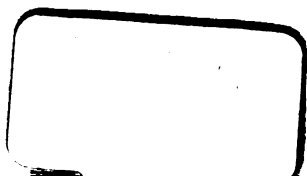
- + *Make non-commercial use of the files* We designed Google Book Search for use by individuals, and we request that you use these files for personal, non-commercial purposes.
- + *Refrain from automated querying* Do not send automated queries of any sort to Google's system: If you are conducting research on machine translation, optical character recognition or other areas where access to a large amount of text is helpful, please contact us. We encourage the use of public domain materials for these purposes and may be able to help.
- + *Maintain attribution* The Google "watermark" you see on each file is essential for informing people about this project and helping them find additional materials through Google Book Search. Please do not remove it.
- + *Keep it legal* Whatever your use, remember that you are responsible for ensuring that what you are doing is legal. Do not assume that just because we believe a book is in the public domain for users in the United States, that the work is also in the public domain for users in other countries. Whether a book is still in copyright varies from country to country, and we can't offer guidance on whether any specific use of any specific book is allowed. Please do not assume that a book's appearance in Google Book Search means it can be used in any manner anywhere in the world. Copyright infringement liability can be quite severe.

About Google Book Search

Google's mission is to organize the world's information and to make it universally accessible and useful. Google Book Search helps readers discover the world's books while helping authors and publishers reach new audiences. You can search through the full text of this book on the web at <http://books.google.com/>



100-100-100



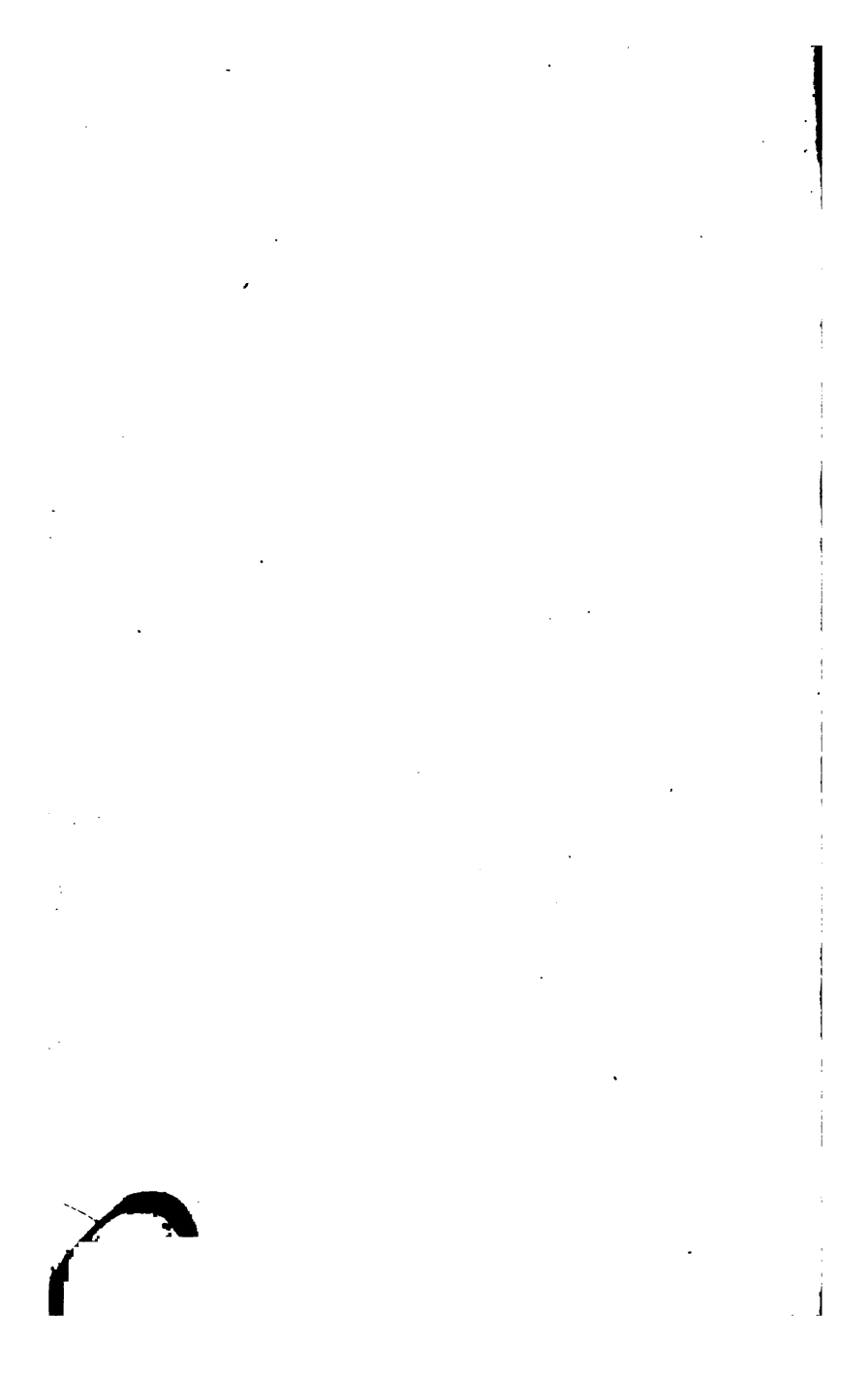
MZ

Dawson





THE MARY DAWSON GAME BOOK



The Mary Dawson Game Book

A Manual of Original Games and
Guessing Contests for Entertainments
of Every Description and For All Ages

BY
MARY DAWSON

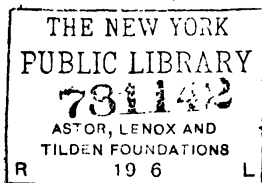
ENTERTAINMENT EDITOR OF "THE DESIGNER MAGAZINE," AND AUTHOR OF
PARTIES AND PASTIMES, ENTERTAINMENTS AND FROLICS FOR ALL OCCASIONS
MONEYMAKING ENTERTAINMENTS, ETC.

—

NEW YORK
PUBLIC
LIBRARY

PHILADELPHIA

DAVID McKAY, PUBLISHER
604-8 South Washington Square

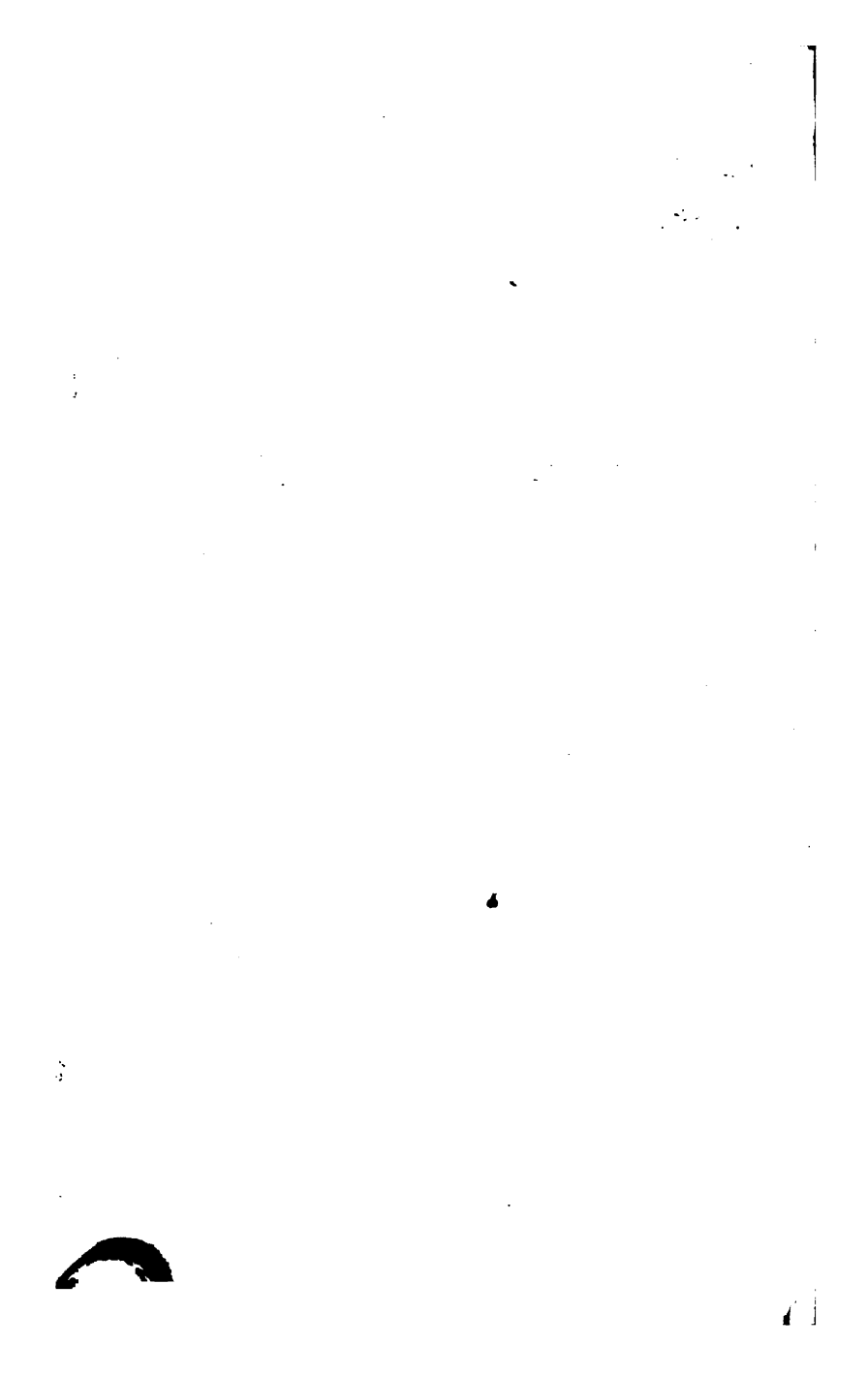


COPYRIGHT, 1916, BY DAVID MCKAY

NOY WDS
CLERK
VRSBL

CONTENTS

	PAGE
INTRODUCTION	9
GAMES FOR BOYS AND GIRLS (GENERAL)	11-95
GAMES FOR ADULTS	99-204
GAMES AND DETAILS FOR GIRLS' PARTIES	207-237
GAMES AND PLANS FOR SPECIAL OCCASIONS	241-303
NEW GAMES AND PLANS FOR THE SEASONABLE PARTY	307-362
GAMES AND PARTIES FOR SCHOLASTIC OCCASIONS	365-401
GAMES FOR WOMEN'S AND YOUNG MOTHERS' PARTIES	405-420
QUESTION CONTESTS AND OTHER GOOD GAMES FOR THE QUICK WITTED	423-518
GAMES AND PARTIES FOR DIFFERENT HOLIDAYS	521-822



INTRODUCTION

IN planning the home entertainments which have become in this country so delightful a part of the social life of every community, there is nothing of which the hostess stands more frequently in need than good *original* games. Many women who can trim a table attractively or to whom a menu for a luncheon or refreshments offers no difficulty, are completely nonplussed when the question arises of how to entertain the company once it has arrived on the festive scene.

Where dancing or cards are admitted, these can be used for half the programme perhaps, or music will help out, if the guests are musical, but in many homes dancing and cards are strictly taboo, and music is out of the question owing to the tastes of the guests. On the other hand, there are few parties at which good original games are not a decided improvement, and in nine cases out of ten they will prove the best choice for the entire evening.

And the games of today are as diversified as the tastes of those who assemble at parties. For the young and restless we have pleasant runabout games with or without prizes. For the sedate, question games and guessing contests. For the book lover,

bookish games; for the art student, games founded on art. For girls and boys who will follow a college course in the near future, games with a college flavor. For tiny tots, games so simple that even the three-year-old can grasp them.

In this book practically all of the pastimes and contests described are original inventions of the author. A few good old games which seem to be forgotten in our day and generation have been revived and included, being too good to be allowed to sink into oblivion, or variations of old favorites devised.

So far as possible the games have been grouped to indicate their special usefulness at a glance. But, although grouped under one heading, a programme of games is not necessarily limited to the use indicated in the chapter heading. There is hardly a group of them which will not serve for some other and very diverse occasion. For instance, the entertainer searching for games for Washington's Birthday might profitably look through the patriotic suggestions for July Fourth. After-dinner games would be equally enjoyable for the evening social, and games founded on books might be enjoyed for variety after the business of a sewing circle is completed.

Whatever you need, it has been catered to in some part of the volume, and on every page I have, I am sure, laid the foundation of a most successful evening or afternoon entertainment.

THE MARY DAWSON GAME BOOK

GAMES FOR BOYS AND GIRLS (GENERAL)

ALTHOUGH the first section of this book is devoted to games for boys and girls, the elders may be allowed to peep into it, and will perhaps find in it much that interests them also, for many grown-ups enjoy a run-about contest or a good old-fashioned frolic as heartily as the boy or girl in grammar school.

DICKORY DOCK—NEW STYLE

Draw a square box on a sheet of paper as shown in the accompanying illustration. Divide the box into as many compartments as you wish, and in each compartment put some article desirable from a child's standpoint—or otherwise. To play the game the child is given a pencil which he holds over the paper, having first closed his eyes. He then repeats the old familiar verse:

Hickory, dickory, dock,
The mouse ran up the clock;
The clock struck one, the mouse ran down,
Hickory, dickory, dock.

12 The Mary Dawson Game Book

A sled called "The Skimmer."	A birthday cake.	A doll with blue eyes.	A bag of marbles.
A lace-edged handkerchief.	A copy of Robinson Crusoe.	A pair of gloves.	A dainty hair ribbon.
A tent to play in.	A bouquet of violets.	A book about birds.	A sachet.
A jar of cookies.	Some chocolate fudge.	A toy engine.	A doll's perambulator.
A real kitten.	A picnic lunch.	A child's parasol.	A live puppy.

As he concludes the rhyme the pencil is brought down. The box in which it falls is supposed to contain the treasure which is marked in it. This is a simple make-believe game, but little people, to whom make-believe is the most fascinating thing in the world, will play it until there are no more boxes from which to draw imaginary contents.

CANDY ANIMALS

Secure as many barley sugar animals as there will be children present. Wrap separately in colored tissue-paper and have them in a basket covered with a napkin. Let each child slip his hand under the napkin and draw out a package. The child drawing the bundle retires with it to the hall and examines it. He then returns and pantomimes the actions of the beastie for the others to guess. The one best acting his animal, and also the one guessing most, win prizes.

OUTDOOR GAMES WITH BUCKEYES

Let each player have six horse-chestnuts or buckeyes.

The game is best played against a wall or the side of a house, but choose a spot where there is no grown person who will be rendered uncomfortable by the noise. A foot or two from the wall place a hat, or a

14 The Mary Dawson Game Book

basket is better if you can get one. Then let each try to aim his buckeye at the wall in such a way that it will rebound and fall into the basket. Each one placed in the basket wins a point. After a little practice players will be able to run up quite a score. Place a bottle or a small pan on a fence. See who is the best marksman. The ringing sound of the glass or tin will tell plainly whenever the bull's-eye is hit.

BUCKEYE RACE

A race in which buckeyes are pushed or kicked over a course with the toe of the boot is a good outdoor game. The goal may be a hat, an old tin, or a stone.

BUCKEYE RING RACE

Or try this good race. Let two boys play as partners and work together to form a circle made by laying two dozen buckeyes in a ring. As many children can play as there is space for at once. This game is quite as good for girls or for boys and girls together as for boys only. As soon as the circles have been formed, which should be done on a line, that is, so that a straight line drawn in the dust exactly divides each circle, a signal is given, and each pair of partners must hasten to carry their circle of horse-chestnuts to a second line, drawn some distance away. The buckeyes may only be carried one at a time, and a perfect

circle must be formed as in the beginning. The boys first to do this win the game.

GAMES WITH PAPER

I

The children draw up their chairs in the form of a circle, and each receives a square of paper and scissors.

A prize is offered for the best animal cut from any piece of paper.

Ten minutes is allowed for this work, each child choosing his own subject, after which some older person collects the papers and says which is best. A gingerbread horse which can be made at home would be one suggestion for a prize appropriate in shape.

II

For another round, a paper napkin search is new and exciting. For this twenty-five paper napkins are neatly folded and hidden around the room.

On one of these have a swastika figure drawn or a four-leafed clover, to suggest good luck, have the rest left blank. Hide the napkins an hour or two before the children arrive.

When the game is in readiness a bell sounds and all begin to search at once. No one unfolds any of the napkins found until the second bell rings, ten minutes later, as a signal that the search is over.

16 The Mary Dawson Game Book

The child who has found the lucky napkin, and also the boy or girl who has captured the greatest number of the pretty paper things, wins a prize.

Those who fail to win prizes are allowed to retain all the napkins found, to be used in dressing dolls, making paper flowers, and for other playroom purposes. Five-cent paper fans in Japanese style and baskets covered with crepe paper make inexpensive prize gifts.

III

"Puzzle Pictures" is a simple contest which never fails to hold the attention and to interest.

Here the little people sit around a table. Each child receives an envelope containing an illustration clipped from an advertisement or a back number of a magazine, together with a pair of scissors.

The fun begins by each child clipping his picture into (not less than three or more than six) pieces, these fragments when the bell rings being passed on to his left-hand neighbor.

Before the signal is given again (which is ten minutes later) each player must have put together the illustration received.

If this is done correctly within the given time the child whose work it is will be eligible to draw for the prizes. Give a paper soldier set as the boys' prize and a paper doll outfit for the little women.

• GAMES WITH TOY SOLDIERS

The pleasure of toy soldiers, either the leaden ones or the paper variety, which comes to be cut out with scissors, is generally limited to arranging them in battle array, after which the little people are apt to tire of them. In reality, the military figures can be used for many stirring games. One of these is a

WAR OF WITS

To play the game each child, save the leader, receives the same number of soldiers. One soldier is to be forfeited for each mistake. Armed with a history book or a spelling manual, the leader (forces having first been drawn up in battle array, namely, in a straight line) proceeds to fire his shot, represented by questions. If a player can answer, he retains his soldier. If he loses he must forfeit a man to the person who corrects him, or to the leader if all fail. The player who has most men at the end of the game is winner. Riddles can be used instead of history or spelling if desired, or questions from a mental arithmetic book would keep all on the alert. The leader is privileged to select any player for his aim, taking them at random, not in turn.

ANOTHER VERSION

The same could be played with two divisions representing opponent forces, each player having so many soldiers. Each band has a leader, who is privileged to ask questions of the opponent side, choosing any victim he may wish. The player who loses forfeits a soldier to the opponents. The leaders ask in turn, the first turn being decided by drawing lots.

If desired, each side may have so many soldiers to win or lose, the men being kept by the leader in charge of the division, so that the individual players do not have to hold them.

CANNONADING

Where paper soldiers are in force, group them in lines with the cardboard supports which come for the purpose, and then see which child standing two yards away can blow over most of the men.

If leaden soldiers are the toy of the moment, group them at the far end of the room and let the children try to overthrow as many as possible by rolling rubber balls against them. Each child rolls a ball in turn.

Or hide the soldiers of one nation on one side of the room, whether of paper or lead, the others on the other. Let the children draw lots for nationalities. Then have a scramble, which consists in trying to find (capture) as many as possible of the opponents' men in the given time.

FORFEITS FOR THREE

Seat the players around a table, each three to play partners.

If possible, opponents should sit on opposite sides of the table facing each other. The game is jackstraws, and the three most successful at it have the privilege of exacting forfeits from the three defeated, which must be redeemed by laughable "stunts."

Those who have not the jackstraw outfit can play the Bean Race or the Button Race, with forfeits for three, and it will prove equally good fun.

SALUTE YOUR CAPTAIN

This is a blindfold game which requires no apparatus whatever. One child is Captain and stands at one end of the room. The child who is to salute his superior officer is blindfolded, turned around thrice, and is then told to "Salute Your Captain." The Captain aids his efforts by saying once, "Here I am." If he can reach the space where the captain stands and raise his hand to his head in military salute he wins. If not he must pay a forfeit. For a patriotic occasion such as Washington's Birthday have a picture of Washington before which the blindman must stand, having first made his way thither with the blindfold on, and salute. For Lincoln's Birthday have a portrait of the Liberator. Let some one stand beside the pic-

ture and say once, to assist the blindman, "Here is George Washington" or "Here is Lincoln."

For Memorial Day or July Fourth have the United States Flag instead of a portrait, and let the person who stands near it say, "Come, salute the flag of your country."

For the occasion of a girl's or boy's own birthday, send the other children one by one blindfolded to shake hands and offer congratulations. Let the person who is to receive the congratulations say once, "Here I am, Martin" (that is, call the blindfolded playmate by name).

A RIDDLE TOURNAMENT

This is played with cards specially cut from egg-shell cardboard to simulate those sold in the shops, or an old euchre deck will do. On each card write either a riddle or the answer to it, having each riddle answered, of course. Old riddles are quite as good as new ones for the purposes of the game, but original ones which include local hits are always great fun-makers. Here are some which illustrate conundrums comprehensible even to small boys and girls:

What is the longest letter of the alphabet? An ell.

Why should everybody eat plenty of cabbages?
Because two heads are better than one.

How many peas in a pint? One P.

What is grass green? Grass is.

Where were the first doughnuts fried? In Greece.
There are fourteen letters in Constantinople.
Spell it. IT.

If the alphabet were going to a party, when would the last six letters start? After T.

At what time of day was Adam born? A little before Eve.

What word becomes shorter by the addition of one syllable? Short.

When the clock strikes thirteen, what time is it? Time to mend the clock.

What is smaller than an ant's mouth? What goes into it.

When is a bonnet not a bonnet? When it becomes a pretty woman.

When has a man four hands? When he doubles his fists.

Why is Ireland the richest country in the world? Because its capital is always Dublin.

To play the game, divide the answer cards equally among the guests. The question pack is held by the leader. This person commences the fun by reading off one of the question cards. This has to be done very rapidly. If the player holding the answer card can discover it in his hand and call out "Yes, yes" before some other competitor discovers that it is not in his hand and calls out "No, no," the first player (he who said Yes) wins the card. The greatest number of

answer cards wins the game. However, once that any player has called out "No, no," the player who actually holds the card may not call "Yes, yes."

An easy way to use the old euchre deck is to type-write or write out in handwriting a riddle or answer on a slip of paper and paste this slip at the top of the card. It is not necessary to cover the face of the card entirely.

A VERSION FOR OLDER CHILDREN

Older boys and girls could play a similar game without using the riddles, but for this two packs of cards would be required. The leader holds one pack entire, the players receiving the others. Let the leader call out the names of one pack, one at a time, asking for the mate to each, which is, of course, held by some player. Thus, if the leader calls or turns up the Ace of Hearts, the second Ace of Hearts which is held by some player would be the mate corresponding to the answer of the riddle. The player having it would call out "Yes, yes" and try to announce it before any other player could say "No, no," as in the riddle game.

A PICTURE VERSION

A good idea in games can usually be elaborated in many ways and this game is no exception. Whatever materials are closest to hand can be used. For instance, if you have not a set of riddles, use pictures,

cutting each in half and pasting the halves on cards. The matching halves correspond to answers and are used as such. Advertisement pictures are good for this. It takes wits as sharp to recognize the matching half of a picture held in the hand as to think out and connect the answer with the riddle. Again, this would be a splendid game to play with the picture cards sold for playing the game of Snap, once you have tired of the game for which the cards are intended.

NUMERICAL SINGSONG

To make even the sobersides of the company shout with laughter, try numerical songs. This is where all the company are gathered in a circle or in two rows and where some familiar song is sung, each phrase of which is punctuated with numbers which are sung also, as if they belonged to the text. A certain number of words may be agreed upon as the space to be punctuated thus, say four or five words, and this division used instead of dividing the verses into phrases.

Some song must be selected which all know, and it must be sung slowly and solemnly, like a dirge. Thus:

John Brown's body (One) lies a-mouldering (Two) in the
grave (Three),

His soul (Four) goes marching on (Five).

One player may sing a verse as a solo, or two or more may sing it in unison, while all join in the chorus.

CONTINUED STORIES

The leader who presides at this game should have a little desk bell and a handkerchief or a ball. To begin the fun he taps the bell and then tosses a handkerchief to some other member of the circle. This person must catch the handkerchief and promptly begin an original story, which may consist of any nonsensical rambling narrative that the inspiration of the moment suggests. At the expiration of a few minutes the bell rings again and the leader (to whom the handkerchief has meanwhile been returned) tosses it to another player, who must take up the story at the point where it left off and continue it still further. Again the bell rings and again the handkerchief is thrown until all the players have related a bit of the continued story, and usually until some narrator has brought it to something which will pass for a conclusion. All those who cannot continue the narrative when their turns come must pay forfeits.

LAUGHTER

Another mirthful fifteen minutes can be found in a laughing game which is so old that it will be new to many of this day and generation. The leader for this game should be a clever boy or girl with plenty of self-possession. The players sit in a circle with the leader in their midst and the latter begins the fun by



tossing a handkerchief in the air (sending it up to the ceiling if possible), which is a signal for all those playing to laugh as heartily as they can. As soon as the handkerchief touches the floor, however, all must observe perfect silence, and any one who breaks this rule is banished from the circle by the leader. The game can be continued until every one has left the circle, or until the players want to try something else.

THE FARMER

Any other trade can be substituted for farming in this game if desired, as, for instance, the baker, the draper, but the farmer is often used for it. It is the object of the farmer to enter into conversation with the different members of the party and to lead them into saying certain words prohibited by the game. These words, for example, could be butter, eggs, yes, no, and I. All the questions and remarks made by the farmer relate to these two kinds of merchandise (butter and eggs), and he frames them cleverly, so that to answer them without saying one of the forbidden words is extremely difficult. All those who answer incorrectly incur forfeits.

PENCIL AND PAPER PASTIMES

For an evening when there are no lessons or for a rainy afternoon indoors boys and girls should try this

pastime, the object of which is to form figures as novel and unexpected as possible.

Get mother to let you have a large sheet of wrapping paper and have on hand one or two school pencils. All the boys and girls sit around a big table, and the one who is to begin and who holds the pencil makes a line two inches long. This line may be pointed in any direction, and if a tape-measure or a foot-rule can be obtained the first few lines can be measured so as to get the proper size.

The first player then passes the pencil to the second player, who also makes a line two inches long. This, too, may go in any direction preferred, but it must join the first line, either from one of the ends or at some other point.

The third person making a line must have it touch that of the second player and so on until all have drawn many times. The funny figures which result will amuse the company very much, and after playing the game several times these figures will be worked out symmetrically so that they look very attractive.

NEW STAGE-COACH

Mother playing with the babies can do much to stimulate the little minds and to impart habits of observation even through such simple means as in childish games. These nursery plays, whether indoors or out, may be chosen with a view to such development.

A pleasant pastime of this kind is called Stage-coach. It is not the rather objectionable old-time kissing game, but a word play on the order of the Wild Huntsman.

All the children must represent parts or appurtenances of a stage-coach. There should be The White Horse, The Brown Horse, The Driver, The Whip, The Guard, The Horn, The Reins, The Lady Passenger, The Old Gentleman Passenger, The Old Lady's Bandbox, the Old Gentleman's Cane, etc., and to make things more exciting there might also be a Bold Highwayman.

After everybody has received his name, mother begins the game by relating a story about a stage-coach. Her narrative should be well expressed, for children are copyists in the matter of diction as well as in other things, and it should be as detailed as possible in order to bring in all the parts and objects.

When the Driver mounts his box the child who is the Driver should stand up without being instructed to do so, and turn around three times; when the Whip is cracked another child will rise and do the same thing. Naturally at starting off the horses will prance, giving two more tots an opportunity of showing how alert they are in following the game. The Guard must blow his horn, and in some lonely spot the Highwayman must step forth with his usual demand.

A FLEET THAT WILL SAIL

Here is a charming pastime for boys and girls who are of an age to begin to take an interest in the marvels of physics.

The little tots, too, would enjoy the pretty sight if performed by mother or a grown-up sister.

Fill a large pan, a baking pan, for instance, with water, and on it set afloat a host of tiny boats made in this way:


Cut the body of the boat from any floating soap and with needles make the masts to carry paper sails. Tiny flags may be added also.

Now secure some little lumps of gum camphor, touch a match to them and drop them among the pretty ships.

The camphor gives off a heat which will fill the sails of the boats, setting the whole squadron moving.

MIND YOUR P'S AND Q'S

A lively table game which will be new to most is a version of the old favorite titled as above. To arrange it write on slips of paper names of human beings, birds, animals, fish, etc. Fold each slip and put the folded slips in a bowl. Have some one act as leader and let some one begin the game by drawing from the bowl at random. He reads off the word written on the slip drawn. As he reads the word the



leader tosses to some person in the circle a handkerchief. This player is required to catch the handkerchief, and then, before the leader can count very slowly twenty-five (or fifteen if you like a difficult game), he is supposed to name a noun of the class turned up and beginning with some letter which comes after P or Q in the alphabet. If a boy or girl fails to name a word, or if in the haste of the moment he names one beginning with a letter which precedes P or Q in the alphabet, he incurs a forfeit.

Illustration: The word Flower is turned up. The leader throws the handkerchief to player E, who before twenty-five is counted must name a flower beginning with R, S, T, U, V, W, X, Y, Z. If he names Tulip, Violet, Zinnia, or Rose he wins a point. E then dips into the bowl and draws forth a slip on which is written Animal. He reads aloud the word, while the leader throws the handkerchief to player F, we will say. If F can bethink himself of such animals as Seal, Wolf, Squirrel he is saved, but if he names Bear or Lynx or Deer he is lost.

To render the game easy for little children alter it to Mind your A, B, C's, and allow all names which follow the first three letters of the alphabet.

GAMES WITH ALPHABET CARDS

Alphabet chips are now very inexpensive and may be had in cities for ten cents a box. In places where

30 The Mary Dawson Game Book

they are not easy to secure, a pack of alphabet cards will take their place nicely and afford a basis of many good games.


To prepare the cards cut two sheets of thin cardboard into card shapes, providing seventy-two cards for two complete alphabets. Cut out clear black letters from newspaper headlines, having two A's, two B's, and so on, and mount on the cards.

I

Deal five cards to each and five to the pool. Each looks at his cards and then places them face down on the table. The leader, taking a handkerchief with a knot in it, names a letter and tosses the handkerchief to any one seated around the table. The player to whom the handkerchief is tossed must catch it and then say whether the letter named by the leader is in his pile. After he has answered, he turns his cards face up, and if correct he wins a point. If not, he loses one. If he has gained no points he goes in debt one. Every little while the cards are shuffled and dealt again. This is a simple memory game for school children.

II

This also is a memory game. Each child is given the name of some animal. Beginning with the dealer, each child throws down a card upturned. As soon



as there are two duplicates on the table the child who threw the matching card must imitate the animal whose name was given him. Animals such as the cow, the sheep, the ass, and the noisy bird world, such as the duck, parrot, etc., are those given. If a child forgets or fails to moo, mew, bow-wow, or the like he must pay a forfeit.

OPEN-AIR SPORTS FOR BOYS AND GIRLS

Nothing could be more exciting than the game of "Chips." The game requires two leaders, as there are two sides or bands. Each leader has the privilege of choosing a "man" for his band. The "men" are chosen for swiftness, general dexterity, and any other valuable qualities which they are thought by the leader to have, and the choice is made alternately.

Any number of boys and girls may play, the number being only limited by the space at one's disposal, and the choice of "men" by the leaders goes on until every boy or girl who is present has been chosen.

THE CHIPS

Each man as he is selected ranges over to his own band, whose part it is to secure its chips, of which there must be a dozen for each division.

A line is drawn with a stick or anything pointed across the scene of the game, and across the dividing line the two parties race each other.

32 The Mary Dawson Game Book

Ten or fifteen feet away from this line each side draws a circle with the stick. The circles are about a yard in diameter and within them each side ranges a pile of twelve chips.

Now begins the fun!

The leaders, who for the frolic become "captains," stand about the center of the line, appointing the strongest players to defend the ends and the intervals, the weaker ones filling in "chinks."

Everyone keeps up well toward the line, and the idea is, with false starts, dares, and challenges, to form an opening through which a dash into the enemy's territory may be made. Once across, the player's object becomes to obtain one of the enemy's chips and to place it upon the pile belonging to his division.

If he is caught by one of the opponents before he has set foot within the circle he is a prisoner and remains in the ring where the chips are until one of his own side can make a successful sally and take him out of captivity instead of capturing a chip. For, once a prisoner, he represents a chip, save that he is chosen in preference by the rescuer.

One chip only can be taken at once, and the captain must see to it that no more than one is taken at once by the enemy.

It is also the duty of the captain to keep his eye upon his men, strengthening up the weak spots in his line, shouting warning and encouraging, until the



excitement of football or baseball is not greater than that of securing the chips.

The game continues as long as breath lasts or until one side has lost its more daring men, and has become so crippled that it is willing to yield the victory and the chips to the opposition.

THE REVIVAL OF GRACE HOOPS /

The pretty old-time game of "Graces" or "Grace Hoops" has been revived abroad and might profitably be brought out once more in this country.

In France it is called le jeu de graces, or the game of grace, and the name in both languages is said to have arisen in the graceful carriage which is acquired by its means.

It is played with long sticks, two of which are held by each player, and with rings covered with plush in bright colors.

The rings are thrown from the sticks held by one competitor and are caught by the other in the same way.

Each ring which is thrown and caught means a point to the player who tossed it, while any circlet which falls to the ground loses a point to the person who allowed it to escape her sticks.

This game is equally good indoors and out, and would make a splendid addition to the athletics of the

34 The Mary Dawson Game Book

American girl, who is so often accused of lacking the poetry of motion.

A good substitute for the outfit, if for any reason this cannot be secured, is small embroidery hoops wound over and over with tape. For the rods use ordinary dowell rods, cutting each rod in half.

THE MENAGERIE

This always amuses children greatly. Cut out from magazines and newspapers pictures of different kinds of animals. Paste these upon stiff brown paper and place around the rooms, pinning them to curtains and walls, and standing them upon shelves and brackets. Each picture should be plainly numbered and cards prepared with numbered spaces for the names. The children are given the cards and told to find the animals corresponding to the numbers on the cards and to write the name of each in its space. For an hour an animated scene will ensue as the boys and girls hunt the animals and argue and speculate about the correct name. When order is called, the names of the animals are read; each guest is asked to draw a line through any error in his list. There is a prize for the one who has the greatest number of correct names, and a booby prize, of course.

DO AS I DO

This is sometimes called the German exercise. The company are seated in a row or semicircle, and one is selected as leader. The captain stands in front and calls, "Attention! Do as I do." Every eye must be riveted upon the leader, whose actions, whether of eye, hand or whole body, must be exactly imitated. The leader then does something odd or unexpected, such as sneezing, wagging the head, gaping, beating time, or whatever suggests itself. The rest do the same simultaneously, and the effect is very comical if the leader is ingenious and the players good mimics. After a time the leader says, "Present arms!" Each then stretches out the right arm toward the captain. The next command is "Fire!" The captain, at this word, gives the nearest player a push, sufficient to upset without hurting, and each player pushes the next until all are thrown down sideways upon the grass or carpet.

EMERGENCY

The players draw up their chairs in a circle and the hostess asks each person to whisper to his right-hand neighbor some question, and to put that question in the form of an emergency. For instance, "What would you do if your house took fire?" or "What would you do if struck by a cyclone?" also to whisper

to one's left-hand neighbor an answer, which must not be a simple negative or affirmative, but an explanation, thus, "I would call loudly for help," or "I would hold onto my hat." When each person has the question and answer given him from the right-hand and the left-hand neighbors respectively well in mind (they may be written down if necessary to remember them), the game begins. The entertainer calls a guest by name, who sits several chairs away, and asks him aloud what question her neighbor has given him? He replies with the answer which was given to him. In this way very amusing combinations of questions and answers are formed which provoke much fun.

When this game was played recently a very shy young fellow was asked what he should do if the King of England were presented to him? He replied gravely, "I would scream for help." He then asked the question which had been given him, which was, "What would you do if you found yourself becoming bald?" The answer was, "I'd hold onto my hat." You can imagine how everybody laughed.

Thus the game goes on until each player has given his answer and question, the last being addressed to the hostess, who still has her whispered answer unused, as she started the game with her whispered question.

WHO YOU ARE AND WHERE YOU ARE

Have all the players but three sit in a ring. Number the three who are not in the circle 1, 2, and 3. Let No. 1 go to some certain person in the circle and whisper to him or her, "You are with ——" (here the name of some other person in the ring is to be given). No. 2 then says, "You are peeling onions" or something else absurd of the same kind. Now let No. 3 tell him where he is, which may be "at the bottom of the sea," "crossing the ocean," or "in a nutshell." When the three have finished those in the circle then tell it aloud and complete. The result is very funny.

WHO'S WHO

Distribute one pack of cards among the players and let the leader have another pack which must be complete. The leader should begin with some preliminary nonsense about the gift of divination, everybody's anxiety to know the future, and the fact that some astonishing revelations will be made in the course of the game. He then proceeds to ask most embarrassing questions. For example, "Who is the most beautiful girl present?" Or, "Who is the handsomest man?" "Who is the best looking person present?" As he asks the question he removes the card from the bottom of the pack and throws it on the floor. The player who holds the matching card must

throw it beside the leader's and becomes the answer to the question. This excites a great deal of fun. All sorts of funny questions can be thought up. For instance, "Who thinks he is It?" "Who eats too much?"

As soon as the players have "caught on" to the trend of the game the leader hands his pack to some one else and this person becomes the new leader and asks questions. As soon as the game has been continued for a short time exchange leaders after every question, thus giving each an opportunity to ask questions and to "get even."

CROSSED OR UNCROSSED

Players sit in a circle, one having a pair of scissors. As he passes this to the player at his left he says, "Crossed or uncrossed?" Other players naturally think that he refers to the scissors, but, in reality, he refers to his feet, which are either crossed or uncrossed, but to which the attention of the players is not drawn in any way. If the answer refers to the scissors and does not "fit the feet" in this case, the leader answers in the negative to the puzzlement of the person interrogated.

A JOKE WITH A SHEET

This is a good game to play on the practical joker. Two men lie down on the floor and are covered with

a sheet. Then some member of the company with a foot-rule hits one of the covered players a light blow. If the one who is hit guesses who did it, correctly, the two change places. After two changes the entertainer slyly hands the ruler to the joker. Having received a tip the man who is hit guesses correctly. Now, instead of some one in the crowd hitting the joker lightly, the companion on the floor quietly, having a second ruler hidden, hits him a whack. The joker accuses some one in the audience, but is assured that he is wrong. After he has resumed his place and received other blows and guessed incorrectly he is taken into the secret.

INITIATION INTO THE ORDER OF THE GILDED CRESCENT

The guests should be assembled in one room while the High Priest and his assistant occupy another. Great secrecy and mystery should be maintained, the lights being lowered and the Priest calling for a cushion and a saucer of sugar. The Priest (or Priestess) establishes himself in a chair with the cushion on the floor before him, and the sugar on a low stool at his side. Then the assistant should summon the initiates one at a time. The candidate is asked by the priest, "Will you, of your own volition, be initiated into the Order of the Gilded Crescent?"

The initiate will answer in the affirmative. He is then told by the officiating priest to kneel and is admonished thus:

"Now say just what I tell you to say: Say Boots Without Shoes." As a general thing the person being initiated will repeat the phrase entire. What is wanted is merely the word Boots. If he repeats the entire phrase he is advised to take a little sugar and try again. As soon as the victim has answered correctly he may rise and take a seat and some one else may be ushered in.

ALL AROUND THE ZOO

This is a game in which any number can join. In fact, a large number is better for it. A full set of Flinch cards is needed. These are dealt out to the players one by one until the pack is exhausted. Each player selects the name of an animal, the longer and more sonorous the name the better. Each player keeps his pack of cards face down on the table before him. Then the player to the left of the dealer lays out a card in front of his "hand." The card is turned up, but the pack remains face down. The rule is that no one shall look at his card until it is turned face up on the table. After the first player each throws a card face up on the table until a card is turned up that matches one already down. When this occurs each

of the players whose cards match call the opponent's animal names three times in quick succession. The one who calls his opponent's correct animal name first gives his whole pack of upturned cards to the other. The object of the game is to get rid of all one's cards as soon as possible. The player first to accomplish this wins the game.

OTHER VERSIONS

This game might be played with the names of Patent Medicines, "faked" or real, and as funny as possible, or with the names of public characters, such as the Weather Man, the President and Vice-president, Secretary of the Navy, etc.—that is, their official or semi-official titles, not their names. For any special kind of a party it could be played with appropriate words. Thus, for a Flower Party, with the names of flowers. For a Shakespeare Party, with characters from Shakespeare. For an author's or musician's party, with the names of authors or musicians.

DAB TAG

Every boy and girl plays tag, but few are acquainted with it in its liveliest form, namely, as serpentine tag. For this good variation a large square is drawn on the ground or on the bare floor and the person who is to

be IT takes up the position within this boundary line, while the rest remain outside.

He is armed with a long wand, at the end of which is a tuft of raw cotton dipped in flour. Any one crossing the chalk line or, in fact, venturing within reach of the tufted wand, can be tagged if the tagger can catch him.

A white flour mark on dress or coat is proof positive that a boy or girl has been tagged. As soon as any one is tagged he must take the free hand of the person tagging and accompany him in his sorties against other invaders. Each person when tagged joins hands with the pursuers and it is when the pursuing line has become really long and unwieldy that the game is funniest and most exciting, though there is laughter all through it.

GAMES WITH KNICKKNACKS

The familiar crackers known as knickknacks which are found in all grocery stores can be used as the basis of some interesting games.

I

Have the children stand in two rows facing each other and give each a plate. When the signal is given all children close their eyes, after which a grown person passes down the line and puts one

cracker in each plate. The cracker should have a duplicate on another plate. When the signal is given for a second time all open their eyes and the fun consists in seeing who can first find the person whose knickknack matches his. These two could receive all the knickknacks that figure in the game to divide between them.

II

Give each child a knickknack. See which youngster can first find the name that describes the shape given him. The crackers take the form of shields, hearts, rhomboids, diamonds, and other pretty shapes. Let each child in turn say what he holds.

III

Let each child draw the shape found in a knickknack handed to him. Or give each pencil and paper and let him cut the shape out. Give five or six knickknacks for the best work in each competition.

IV

Let each child who can do so tell something about the figure he has drawn to entertain the rest. Thus, about the shield or coat-of-arms—anything he can remember, or about the shape which represents the diamond. Any little story, any fact, a verse, etc., wins for him six knickknacks.

RAINBOW GAMES

An attractive plan in which the popular searches, clips, and blindfold games can be utilized in a new guise is a Rainbow Frolic.

This is not the well-known cobweb game which sometimes goes by the same title, but is something entirely new and different.

Invitations are written on note sheets which shade prettily from one tint into another, suggesting a rainbow or prism.

Each boy or girl entering the room on the evening appointed is asked to close his or her eyes and to select from a basket any one of a quantity of colored ribbons.

When the choice has been made, the ribbon selected by the small guest is tied after the fashion of a necklace and hung around his or her neck.

When the number of the expected company is completed a gift search is inaugurated, the children being told to search for gifts bound with the colors they are wearing. The search lasts until each little person has found a present, the gifts being retained by their discoverers.

COLOR BASE,

which might come next on the program, is an even more stirring frolic. If some of the various colors and shades worn by the players do not figure in the carpets,



curtains, and other upholsteries or furnishings, these must be added in the form of bits of bright calico, ribbon, or colored paper tacked up here and there around the room. The game is a modified edition of tag, played as follows:

Any player can tag another and make a prisoner of him if he is not at the moment touching a spot of his own color with his forefinger.

Any child having his forefinger on a spot of his own color cannot be tagged until he leaves it. Of course, all must keep in motion, progressing as cautiously as possible from spot to spot.

Any prisoner when taken is at once released, but all who have once been made prisoners must forfeit something, to be redeemed at the end of the game. The more absurd the sentences imposed, the better.

MOSAICS

A good new version of a color game is called Mosaics. This requires as many colored cards of any kind as there will be children in the game. Holiday cards, not necessarily new, advertisement cards, or anything having colors and a picture may be used.

Each card is then cut into three or four irregular pieces, which are jumbled and then distributed over a number of tin pie plates—as many of the latter as there are players.

The fun consists in trying to match the pieces so as

46 The Mary Dawson Game Book

to form a complete card. This is done by means of exchange with other players. The youngster first to complete a picture is declared prize winner.

In the way of a simple blindfold game the game of matching colors may be appropriately introduced.

Here a curtain or sheet is suspended in the space between folding doors as if for a donkey contest.

On the sheet are painted circles or squares of the various colors worn to distinguish the little guests. Each child is then given a rosette of his or her own color, which he or she is required to pin upon the appropriate spot on the curtain.

The feat is, of course, performed after being blindfolded. All children who succeed in pinning the ribbons on spots of the same color are allowed to draw for the prizes given at the conclusion of the game. Should none succeed wholly, those coming nearest to it can draw.

GOING A-SHOPPING

The love of shopping which little children acquire from trips to the stores with mother or father can be made the basis of an extremely enjoyable party. Invite the little ones from three till seven in the afternoon, and when all the small guests are on the scene give each a calico bag containing circlets of cardboard representing money or, if preferred, a tiny purse with a dozen beans therein.



Of course the youngsters will immediately demand the meaning of these presents, to which answer should be made that they are "for buying at the store." When the mystery and excitement has been kept up a little while, mamma, auntie, or the child whose birthday it is leads the way to an adjoining room. The door of this room should be covered with cotton goods painted to represent a shop with a tiny window, above which in big letters is the sign General Store.

Opening the door the children are confronted by a quaint little dame with old-fashioned garb and corkscrew curls who smilingly demands what they would like. In the background behind her are several shelves on which all kinds of dainty favors are displayed, while across the room are stretched cords from which, on bebe ribbons, further trifles hang in full view.

It is then explained that the beans in each child's possession are intended to purchase with. But one visitor is allowed to buy at a time, as this person's wants will engross the attention of the little old lady of the shop for the time being.

The little old lady, in reality an older sister or auntie of the household, discusses with each child at length the purchase he thinks of making, the rest of the company listening and looking on. In this way the shopping occupies at least an hour without suspicion of loss of interest on the children's part. Some of the toys are valued at one bean, some at two, some at

48 The Mary Dawson Game Book

three, and so on, the fun continuing until the little guests have purchased all there are.

Of course a half hour at least must be allowed in which the children talk over their new toys and play games with them. Then follow refreshments, consisting of hot chocolate and rolled chicken sandwiches, ice cream served in toy market baskets, and cake.

Where the purchase of favors, however inexpensive, would prove too great a strain upon the household purse, a very good and inexpensive substitute for these can be found. The children will enjoy it almost as much, thanks to the fertile imagination of childhood, as if the purchases were actualities. Here each child receives a little book made of sheets of paper folded and sewed together. The children visit the Toy Shop (which may be nothing more than a table top, back of which the saleslady can sit). Each child is furnished with so many circles of cardboard, and whatever in the way of toys, household utensils, etc., she asks for, the saleslady will try to find among her wares. These wares are merely cut-out pictures, and when the children have bargained for them and purchased them they are pasted in the shopping books.

It is amazing how interested little ones of either sex will become in so simple a pastime and how reluctant they will be to discontinue it. Usually only the announcement of "supper" has sufficiently powerful magic to draw them willingly from it.



HEEL AND TOE

Players stand in a wide ring. Each has on the floor in front of him a circlet about the size of a dinner plate cut from newspaper, wrapping paper, or any paper that is near at hand. Two soft rubber balls such as the boys are sure to have in their possession are needed, and one person acts as referee. The two balls are dropped into the ring, after which it becomes the aim of the various players to slyly push them with the foot in such a way that they will roll over or on the paper circlets. As the balls are constantly in motion it is necessary to keep watch on all sides, notwithstanding which some one is sure to be caught napping in time. Any ball rolling toward one's circlet can, of course, be toed away. Each player begins the game with ten points. Each time a ball is toed across his paper he loses one point. Those having lost all their points withdraw from the circle and those who remain longest win the game and draw for the prize, if there is one.

ARREST

The only requisites for this exciting sport are two tin pie-plates. The five-cent wooden breadboards are even better if you happen to have them, but pie-plates which will roll on edges are in every kitchen. Players draw lots for sequence in playing. The player to whom the lot falls then takes up his position at the

extreme end of the room with one pie-plate. He is called the Thrower. Down the side of the room is a line on which kneel or stoop on one knee the rest of the players. This band is called Interference. At the end of the room furthest from the Thrower is the goal, which may be a book or a hat. It is the aim of the Thrower to send his plate trundling rapidly to goal. If successful, he is eligible to draw for the prize. This, however, the Interference strive to prevent by rolling the second plate in a counter direction so as to intercept the plate rolling toward the goal. The player at the head of the line of Interference is supposed to throw or roll the plate, but if he misses aim, he is allowed to pass it on along the line so that any one who feels able to defeat the Thrower may attempt to do so. This adds to the excitement of the sport. When each in turn has been Thrower, those who won draw for the prize.

THE CHINESE GAME

- ✓ This is less game perhaps than a funny "sell," but it is of the kind that gets the room into a roar, and that is what many of us most aim at in our parties. Players are asked if they have played the Chinese Game before? No one will have done so, for such a game does not exist. The hostess then distributes among the company little colored slips of paper on which the "Chinese names" of the company are written with

a heavy crayon. This can easily be done while other games are in progress, as it takes little or no time to cut the slips and write out the names. Some of the Chinese appellations (one must be in readiness for each player, of course) might be Hop Lo, Hop Hi, Sing Wun, Sing Too, Bow Lo, Chee Lee, Smi Lee Bow, Wun Guy. Now cause each player to act out his Chinese name. Hop Lo and Hop Hi must hop according to the names given them. Sing Wun must sing a song to amuse the company, singing first, while Sing Too just does the same, but second in the list. Bow Lo goes around the circle and bows low to each other player with a very grave face, but Smi Lee Bow must, on the contrary, add an engaging smile to each obeisance. Wun Guy must endeavor to make a guy of himself in pantomime, to imitate a scarecrow in the wind, and so on.

KNOTS AND WHAT-NOTS

Give each player twelve short pieces of twine, with instructions to begin knotting them (one knot to each length) as soon as the handkerchief held by the referee falls. No explanation of what is to follow should be made. Now for the "What-not," for when the handkerchief is picked up each player is expected to begin to unfasten the knots he tied, and the one who accomplishes it first wins the game. Another way to

arrange this contest is to have each player when the handkerchief is raised pass his twine to the person next to him in line, this person to untie the knots made by his neighbor instead of his own in competition for the prize.

LEFT-HANDED AUTOGRAPH

Players receive pads and pencils. The entertainer holds a handkerchief. This she drops for the start and picks up for the finish as above in the preceding game. About five minutes should elapse between start and finish. During this time limit each player writes his name ten times, using the left hand to hold the pencil. Agree in advance whether middle names shall be used, as this would make a difference.

PUSS ON ROLLERS

And then do you realize how many variations could be devised for the good old game of Puss In the Corner? It might be played on roller skates, or hopping on one foot, or with a partner, a boy and girl holding opposite ends of a clothes-pin and playing as one person. I think, too, that it might be excruciatingly funny if played by boys in sacks. The sacks should be drawn up over the feet and tied under the arms. It would be hilarious, even though for want of breath and laughter it might not last very long.

CLOTHES-PIN ACROBATS

Two players contend at once. Each of the two is given a bag containing fifty clothes-pins. Kneeling on the floor the boys and girls endeavor to outdo each other in making "clothes-pin acrobats"—that is, standing the pins one by one on end so as to form a row of the little wooden folk on their heads. When two persons have raced, two more follow, beginning over again, and so forth. All those who win their respective races draw for the prize.

HOBO'S HAT

Have ready a soft hat or cap. It should be one that can be thrown around without injury to its appearance. The players form in two lines facing each other. Sides draw for lead, and when one side has won, the person at the head of that line whirls the hat in the air. If it falls right side up, the division which threw it must remain grave and silent, while the opponents must all laugh heartily aloud. If, on the contrary, it falls with lining side up, the side that threw it must laugh heartily while the others play sobersides. If any one on either side is found laughing when he should be grave, or the reverse, these delinquents are immediately claimed by the opposition side and are delivered up to swell the enemy's ranks. The side having most players when the game is at an end wins the game.

OPPOSITION

Give each player a card or tablet and pencil. At each end of the room station a boy or girl whose part it is when the signal is given to count aloud very distinctly the numbers from one to one hundred. Meanwhile the opposition players are called on, between signals that is, to write down twenty-five figure fives and twenty-five figure sevens, alternating five and seven. Simple as the feat is, the fact that other numbers are being recited make it much less simple, difficult enough, in fact, to give the game its name.

An amusing variation of the above is—

A, B, C OPPOSITION

Here the two persons reciting rehearse the alphabet, and the rest of the company, having received slips of paper on which are three columns of figures furnishing a very simple example in addition, endeavor to "add up" their numbers correctly ere the alphabet is finished. Much of the fun in each of these games lies in the fact that players do not know what they will be called on to do when the pads are distributed.

NEWSPAPER TAG

Give each boy and girl an old newspaper which may be folded in any shape or thickness. Let some one act as referee. Two players are appointed to pursue,

the others are on the defensive. Any one who is closely pursued may throw down his newspaper and stand on it. In this situation he is immune from capture. However, a player can remain on base only a few seconds, after which it is the duty of the referee to see that he removes his newspaper and circulates the room again until once more pursued.

GAMES WITH PEANUTS

Have each boy or girl kneel in the center of a small rug or on an opened newspaper. Give him or her a basket of peanuts to be used in forming a border completely around the rug by laying the peanuts just so far apart; or, if so agreed on, and the rug is small, endways, side by side. Time each player and award a box of peanut brittle to the one who accomplishes the feat in least time.

A DOUBLE VERSION

Same as above, but with two or more players each trying to do the feat at once, each on a rug or newspaper. Let the winner match the newcomer until a champion is found.

PEANUT BROWNIES

Provide wire, tissue-paper, mucilage, etc., and see who can in fifteen minutes fashion the most cunning

56 The Mary Dawson Game Book

Peanut Brownie. Allow each to choose the nuts from the basket for his Brownie. One nut forms the head, others the feet, and if desired, also the hands.

PEANUT TOSS

Have a basket on the table and in front of it a small hoop. See who can throw most of his peanuts in the basket. Each player receives ten nuts. Each nut must pass through the hoop into the basket.

PEANUT PUSH

Have a race in which peanuts are pushed round the room with lead-pencils or walking sticks.

PEANUT FERRY

Have a race in which peanuts are carried over a prescribed course on knife blades. If the nut is dropped in the progress the player is "out of running."

A VOYAGE IN A SCRAP-BOOK

It is a pity wherever there are young children in the house to destroy back numbers of magazines or merchandise catalogues, post cards—in fact, anything with pictures, whether colored or not.

Store these neatly away on the nursery shelf.

When a rainy afternoon keeps the youngsters indoors they make the best and most fascinating kind of toys.

Every mother has learned to dread the inevitable question sure to arise on such occasions, "Mamma, what can we do next?" Here is a way to answer it satisfactorily that will mean two or three hours' pleasure, during which all fretfulness will be banished to Bugaboo Land.

The game can be directed by mother, auntie, or older sister as she sews.

Provide a cheap blank book to be kept for many similar games, with scissors and mucilage.

BEGINNING THE VOYAGE

Now let the children decide among themselves what foreign country they will visit and have them search through the accumulated periodicals for a picture of the land in question.

When it is found it must be cut out very neatly by the child finding it and mounted on the cover or on the first page of the book inside. Above it mother might write the title of the play—say, "A Voyage to England."

As soon as the picture of the place has been discovered, each child must decide what he would like to take with him in the way of baggage, after which the ad-

vertisements are searched for the appropriate satchel, suit case, or trunk.

Another page is devoted to these articles, which may be identified with the name of the little traveler written just below. Next in order comes the vehicle in which to travel. Some of the children will search for the steamer to traverse the broad ocean. Others will hunt for the railroad train, the stage-coach, automobile, and even saddle horses and donkeys which will carry them sightseeing on terra firma.

Of course the sights seen in the foreign countries occupy several pages.

One intelligent little family group recently took a trip to the Far East via a scrap-book, and the cleverness which the young folks displayed in searching for phenomena of these distant lands was astonishing to their elders. A camel was found by one tot, another hit upon a box of dates, another a cross-legged Turk with fez, another had a Mahometan mosque to show, and many were the elephants, palm trees, and deserts besides.

AN AUTOMOBILE TOUR

When various other scrap-book trips had been indulged in, a clever auntie in charge of the nursery one rainy afternoon devised an automobile tour, which, despite the prices of these vehicles, cost not a penny.

Each child was directed to select his own car from



the advertisement pages, cutting it out with extreme care and mounting it on the first page of the book.

Then they hunted for pretty costumes to be worn on the tour, and for pretty scenes through which the automobiles would go whizzing on their way.

The idea of a doll house in a blank book is less new, but it is always good, for even the boys are delighted and interested by this game. The picture of the house is discovered first of all and is pasted on the cover of a scrap-book, while inside each page is called a "room." There should be a hall with fireplace, sitting and dining room, parlor, bedroom, kitchen, and as many more apartments as desired. The little people soon learn to select the pictures as much as possible in proportion and to allow for perspective, so that the effects are often surprisingly good.

The travel series can be supplemented when mother has time for it by readings in prose or verse about the lands visited, their famous buildings, great men and women, etc.

CHANGE PLACES

Contests with a catch in them are always diverting, and one or two of these may be introduced into a programme to trip up the unwary, who are playing without giving their full attention to the sport in progress. For instance, try the good one called Change Places. For this all sit in a circle except the one player who will

60 The Mary Dawson Game Book

act as leader, and who should stand. The leader then begins a story which he tells rapidly, inventing as he goes, and suddenly and frequently introducing into it the words, "Change Places." No attention must be paid by the players to this direction, but when to it is added the information that "The king is here," all must jump up and change places. This produces confusion, during which the leader may endeavor to slip into some vacant chair. If he is successful, some player will be left out in the cold and this person then becomes leader. It adds to the excitement if the leader sometimes seems on the brink of giving the sentence which means a general change of seats, but changes it toward the end so that the important words are not spoken in full. Thus, he might say, "Change Places, the King—will be here," or the like, but to such royal news no attention is paid.

This splendid old game may be made appropriate for any date or occasion by simply changing the announcement which causes the change. Thus, at a Christmas game say, "Change places, Santa Claus is here" or "Christmas has come." For April Fool say, "Change Places for Folly's sake." For New Year, "The New Year is here."

Again, it can be rendered patriotic by changing the order, having the leader say "Change places by order of the President." When this is said no one must move, but should the leader say "Change places by



order of the President of the United States," a general change occurs.

PHONETIC CHARADES

Let the company form two groups by taking sides. Let the side called No. 1 retire and choose two words that rhyme. For instance, Tower and Bower. One of these words is given to the opponents to assist them in guessing. The other is elaborately acted out as if for the ordinary game of Charades. If side No. 2 fails to guess, one of its members is forfeited to side No. 1. No. 2 then continues the game in the same manner as described for No. 1.

MADE TO ORDER POETRY

Players sit around a table. Paper and pencils are required. The leader mentions a word that has many rhymes, as Nest, West, etc. As he gives out the word the leader writes a line ending with the word given out. He lets no one see the paper, but folds it down to conceal his line. He then passes the paper to the next, who in turn writes a line terminating in a word which rhymes with the one given out. This is turned down and the game continues until all have written lines. Then return the paper to the leader and have him read the entire composition aloud. The funny jumble will come as a complete surprise.

FRUIT BASKET

The leader goes to each save one and gives him or her the name of a fruit. The player who has no name given him leaves the room while the names are given out. When called to return he does so and takes up his position in the center of the room and slowly names various fruits, familiar or otherwise. If any player has as name that of the fruit called by the person in the center, he must rise and repeat it aloud three times ere the leader can do so. If unsuccessful he becomes leader.

PEPPER SAUCE

This is not strictly speaking a game, but a sell, and the more "buncombe" that can be practised to introduce it the greater its success. If there is some one who knows it, swear him to secrecy. First pair the couples off, tallest pair, smallest pair, etc. Send one couple out of the room to think of "the funniest story they ever heard," another to think up three riddles—in fact, any nonsense. When they have all performed their tasks the hostess says, "Doesn't anybody know how to play Pepper Sauce?" On receiving an answer in the negative, she laughs and says, "Well, neither do I."



YOU HAVE A FACE

Players sit in a ring. The leader begins the game by turning to the player at his left and saying "You have a face." To this the person addressed must answer with a question, "What kind of a face?" The leader returns with some adjective beginning with a. Thus, "an amiable face" or "an arrogant face." The next player then repeats the remark to his neighbor and replies as above, save that the adjective begins with b. Thus "bold face" or "broad face." The next round calls for adjectives in c, and this continues until all have played. By reversing the procedure each person may get his revenge.

WHISK IN THE RING

Players sit in a circle and some one in the ring has a whisk broom. There are two catchers, one within, one outside the ring, whose aim it is to catch the whisk broom. That is, the one inside the ring must snatch it and toss it to his confederate. This the players in the circle try to prevent by passing the broom from hand to hand, first in one direction, then in another, according to the position of the catchers at the moment.

PINCHY, PINCHY

Players stand together in a circle quite close. Each holds his hands behind his back. One of the

number has secreted on his or her person a burnt cork which is held behind him, no one knowing of it, as all other hands are quite empty. The player with the cork rubs a little of the black unobtrusively on his finger and, lightly pinching the cheek of his right-hand neighbor, says "Pinchy, pinchy, don't you laugh." He then puts both hands behind his back. His right-hand neighbor then is supposed to pinch the cheek of his right-hand neighbor, repeating the words as before. This continues all around until it reaches the first one. Having rubbed a little more black on his finger he says, pinching his right-hand neighbor on the other cheek, "Pinchy, pinchy, don't you laugh." The person who is at the right-hand of the player who has the cork is steadily growing blacker with each round, to the amusement of the crowd and without suspecting it himself. After the last ear has been pinched and a black spot left, he is handed a looking-glass and told to look.

AMUSING HANDKERCHIEF GAMES

To the many good games of our grandmothers' youth played with handkerchiefs have lately been added many which for simplicity and fun rival the old-time favorites.

HANDKERCHIEF TAG

A splendid tag game for a children's party, either in a large room or on the lawn, is played with handkerchiefs.

For it each child is given one of the colored cotton bandanas as large in size as can be obtained. They are to be had anywhere for about five cents apiece.

Six of the children are appointed to tag the rest, and these six use their handkerchiefs to tag with. The others employ theirs as bases.

When standing on a base formed by a handkerchief the player is immune and cannot be captured. When pursued and finding himself in danger the player makes a base by spreading his bandana upon the grass and standing on it.

It must, however, be neatly and smoothly arranged, as otherwise the pursuer may tag.

Immediately he is captured the person tagged becomes a pursuer and goes in search of captives.

This exchange results in the most laughable uncertainty and is one of the most amusing features of the sport.

It is necessary to follow the fate of the other players as well as to ward away danger on one's own account, otherwise it will be impossible to tell by whom one is pursued.

A variation of the same sort differs from the fore-

going in the method of forming a base, by which players are rendered immune from tagging.

Here, instead of spreading his bandana and standing upon it, he must find another player and with the aid of the second bandana form the magic X which renders both immune.

This is done by each player taking one end of a handkerchief in his right and one in his left hand and holding them so as to form an X.

When older people are to mingle in the game this form avoids the somewhat strenuous stooping necessary to spread the bandana upon the grass.

LOST HANDKERCHIEF

A lively modern adaptation of a time-honored game is Cat and Mouse played with a handkerchief.

The players form a ring which includes all the children but one.

Those forming the ring close their eyes and move in a circle either slowly or dancing, and sing a nursery song as they go. On the outside of the ring moves a player with the handkerchief. This he or she drops as quickly as possible.

At the end of three or four revolutions a signal is given; the circle ceases to revolve and the players look to see behind whom the handkerchief lies. The player so marked picks up the handkerchief and runs in pursuit of the person who dropped it.

If the pursued can make her way around the circle and obtain the place left vacant by the pursuer she is entitled to keep it.

Failing to do this, the game proceeds as before. There could be no more exciting frolic for a child's party, whether indoors or out, than Lost Handkerchief, and I have seen a party in which fully half the members were grown-ups and elders enter into it with zest.

HIDE THE HANDKERCHIEF

A simple, yet exciting, parlor game recently invented has been christened Hide the Handkerchief. It is sufficiently easy for the tots themselves to comprehend, while the elder children after one trial will not disdain it.

The modus operandi is as follows: Divide the company into two bands, giving each side a handkerchief. Banish one side into the hall, the opponents employing this time to hide their handkerchief as carefully as possible. Immediately afterward the rest of the company are recalled and have three minutes in which to find the hidden handkerchief.

If successful, they win a point. If not, their score remains unchanged. In either case the opponent party now hides the handkerchief. There is no special time limit to this game. The prize may be awarded after each division has had several turns at hiding and seeking.

HANDKERCHIEF GUESS

For a new guessing game which may be played either indoors or out, there is Guessing the Handkerchief, sometimes shortened to Handkerchief Guess.

Each person is given a cheap new handkerchief which he holds in one hand.

When challenged by another player he shifts the handkerchief from hand to hand, holding his hands behind his back, of course; then calls upon the challenger to say in what hand it is held.

If the guess is correct he wins the handkerchief. The fact that he does not hold one, does not, however, prevent a player from challenging, consequently, any one can thus retrieve his fortunes at any point of the game.

It is not permitted to hold two or more handkerchiefs in the hands at the same time. Those captured must be tucked away in pocket or reticule. Any one found infracting upon this rule is obliged to forfeit one of the handkerchiefs he carries.

HANDKERCHIEF TOSS

This is one of the frolics in which elders and merest youngsters can join when the company happens to be a mixed one.

Each player knots one end of his handkerchief, enclosing a coin or small pebble as ballast. A stake is driven in the ground or a tin plate laid upon the grass



to serve as boundary. The players take up their position at the same distance from the stake or plate, and each, when his or her turn comes, flings the handkerchief as far in front of him as possible.

The handkerchief thrown furthest wins a point for its owner, the sport continuing until all have had several turns.

The largest number of points wins a prize. Each handkerchief should have written upon it in lead pencil a letter or mark which would settle the question of ownership should a doubt afterward arise.

FETCH AND CARRY

In the way of a good active game for parlor or lawn try Fetch and Carry, which is prepared for in this way:

Two handkerchiefs of any size and color desired convenient to hand are stretched taut and tacked down upon the floor (or on turf for an outdoors party, as the case may be).

On one are placed twelve peanuts, the other remaining bare. Each player in turn receives a spoon. The fun consists in carrying the nuts to the empty handkerchief and then back again.

The feat must be accomplished carrying one nut at a time. The player accomplishing it in the shortest time wins a prize, consequently some member of the group must be made timekeeper and each person's minutes closely watched.

PLEASANT GAMES WITH SHOE-STRINGS

When the children of your neighborhood get the shoe-string craze, as they are sure to do sooner or later, make an informal party of it and have the following games:

I

Divide the children off into two bands. Give each child two strings. The number of children in each band must be equal. When the signal is given the object becomes to tie all the shoe-strings held by either division tight together. The side first to accomplish this wins a point.

II

Give each child four strings. Holding his hands behind him each child tries to tie the shoe-strings held by him into a single length, and to accomplish this before any one else in the group can perform the feat.

III

Divide off as above and give each division one side of the room as a field of operations. Give each child a shoe-string. When the signal is given let all the children place the shoe-strings they hold on the ground in the form of a large square. Those first out should collect within their square and demand the prize, which is then drawn for.



IV

Stretch a cord across the room. See which child can throw the string, given him for the purpose, across the cord in such a way that it (the shoe-string) will hang there.

CIRCLE GAMES FOR CHILDREN

After the working hour of the childrens' sewing circle, helping hand circle, or other gatherings where the circle idea is emphasized, have ring or circle games, first explaining the idea. The games that follow are all delightful for such an occasion, but can be played with equal success at any party:

APPLE RING

A good blindfold game is called Apple Ring.

The apples are arranged in the form of a wide circle on the carpet, players being blindfolded one at a time.

The bandaged player is led to the scene of action and is given one minute in which to collect the apples of the ring, a small handbasket being provided for the purpose.

The first apple found is the only clew to the position of the others, the scrambles of the "blindman" being most amusing to his audience.

All those who succeed in collecting all the apples during the given time are eligible to draw for a prize—a circular box containing bonbons.

GOSSIP

Try also the amusing nonsense called Gossip, where all players sit in a circle and one member of the group begins the fun by whispering to his left-hand neighbor some invented bit of news to be passed from neighbor to neighbor, as "Aunt Sally is going to marry a French Marquis."

This interesting piece of information is whispered from ear to ear around the circle, and the fun consists in seeing what the last player will make of it.

I remember one occasion on which the bit of "gossip" just quoted was passed around a circle of about fourteen persons, emerging at length as "Calla lilies are very expensive at Christmas."

CIRCLE SECTIONS

For a game of another order clip from white paper several dozen small disks about the size of a small saucer. They can be cut in quantities by folding each sheet of paper in four.

Cut each of the disks into small, irregularly shaped fragments (wedges, squares, and oblongs), and after mixing all the fragments, heap them up in the center of the table. Each player takes a few at a time, returning such of each handful as he has no immediate use for.

Each circle counts one point toward the game.

A sheet of black cardboard is a good investment in



this game. It can be cut into small squares and distributed among the company, several mucilage bottles being put into circulation at the same time.

As each circle is formed the player pastes it upon the black cardboard and signs it with his own name.

PICTURE IN A RING

Cut cardboard in circles (a small bowl or the top of a water tumbler may be used as a pattern) and distribute these among the company, asking each player to draw within the circle prescribed a picture, the subject to be his own choice.

When all have drawn, collect the pictures and submit them to some one who does not compete for a decision as to their respective excellence. Award something round—a circular pin-cushion or a round sofa pillow as prize.

LIVELY RACE GAMES

Give each player a tumbler of mixed grains (rice, barley, samp, etc.) and two knitting-needles. See who can soonest empty his glass, lifting the grains one at a time with the knitting-needles and arranging each species in a pile on the table.

BEAN RACE

Give each a saucer of beans and an empty tumbler. See who can soonest empty his saucer, lifting the dried

74 The Mary Dawson Game Book

beans one at a time with the right hand, transferring to the left hand, then back to the right, and with the right popping them into the tumbler.

NEEDLE RACE

Have a saucer filled with needles in the center of the table, also as many spools of thread as there are players at this table, and some tape-measures. Agree upon a certain length which each thread must be, and see who can thread the most needles between them. When the game is not impromptu, the entertainer may prefer to have all the cotton in lengths awaiting the players.

BUTTON RACE

Give each player a strip of soft cotton goods and needle and thread. Place a dish filled with ordinary buttons of some kind on the table and see who can sew most buttons on his strip in ten minutes. Where both men and girls play the game a man and girl should play as partners and their respective achievements count as one.

BUBBLE RACE

Hang up a small embroidery hoop. Provide soap-water and clay pipes for bubble blowing. See who can send most bubbles floating through the hoop.



PAPER RACE

Squeeze little squares of tissue-paper into wads. Give each of those who will race a wad of paper and a palm-leaf fan. See who can soonest blow the paper to the goal with puffs from the fan.

THREAD THE NEEDLE

Seat six persons at a table, partners facing each other. Give each girl six needles, each man six pieces of sewing cotton. See which pair can soonest thread all their needles. Each couple must thread across the table, not at one side.

ANOTHER THREAD AND NEEDLE RACE

Mark off two straight lines as far apart as your space permits, with another line behind each of these. On one line put boys, on the other put girls. To the boys give needles—rather fine ones that are not easy to thread.

On the opposite line put a piece of thread for each girl. Place the girls behind this line, and place at one end a starter. Let him drop a red flag and say "Go" when each girl is in place.

The line rushes forward, each girl picks up a strand of thread, and runs to the line on which the boys stand; each takes a needle, threads it, then passes between the

line of boys and runs on to the second line, where a girl stands with a large pin-cushion.

Another girl must stand by and jot down the names of the two girls who arrive first. To these are given prizes. Care must be taken not to count as a winner any girl who while she may get to the cushion first, sticks in a needle without a thread in it. Speed is not the only thing. The needle must be threaded and the thread knotted together.

The girls stand on one line and hold slates on which are sums, as simple or as hard as you wish them. On the line in front of the boys are slate pencils. At the drop of the flag the boys start forward, pick up the pencils, run to the line of girls, seize the slates and do the sums, writing the answers on the slates. They rush through the line and hand in the slates to the girl standing there.

The two who arrive first with the correct answers are the victors.

NEW MAGIC MUSIC

The new Magic Music can be arranged for in a moment and is most exciting. For it get together as many chairs, lacking one, as there are to be players, and turn them back to back, as in the old game. Now tie to the chairs wee bows of red and blue ribbon, alternating the colors. Give each person a bow of red



or blue, distributing an equal number of bows in each hue. Bows are attached to coat lapels or corsage and prominently displayed. Players now form in line as in the old game of Going to Jerusalem, or Magic Music, and the piano strikes up a lively tune. It plays gaily on for some minutes; during these minutes the pilgrims march rapidly around the chairs, beating time with their hands. Suddenly the music ceases. Now begins a mad scramble for the chairs, a scramble which is infinitely more exciting than the old one because of the rule which decrees that only a person wearing a blue bow can take a chair marked with blue. To drop into one marked in red means a point lost or a forfeit. If it is desired to make a prize contest of the game, the music plays half a dozen times, ending each time with a chair-rush. The player who succeeds in getting a chair oftenest receives the prize. If a suitable prize is not at hand, and the affair is impromptu, change the game to one of forfeits, making each person who fails to obtain a seat undergo some ludicrous penance.

THE BUNDLE GAME

The Bundle Game never fails to keep a room in a peal of laughter. It can be made particularly interesting by tucking away at the core of each bundle a five-cent gift. Make a half-dozen bundles by wrap-

ping quantities of paper around some inexpensive trinket, and tie loosely with string. Place the bundles upon the floor at one end of the room and distribute teaspoons among the players. Announce that each person who succeeds in picking up a bundle in his spoon and running across the room with it so poised is entitled to the present contained in the bundle. If the bundle rolls off the spoon the prize in the bundle is lost to the contestant. If the little gifts are not at hand, make the bundles of paper only, and have each player who drops his bundle in running pay a forfeit.

FEATHER TENNIS

The only requisites for the stirring game of Feather Tennis are a couple of downy feathers borrowed from an old-fashioned feather bed and a cord long enough to stretch across the room. Tie the cord to the door knobs at opposite ends of the parlor and divide the company into two exactly equal parts, one on either side of the cord. Each side receives one of the feathers. The fun consists in blowing the feather into the court of the opposing party and endeavoring to make it fall to the ground there. Any feather sent from one court and falling to the ground in the opposite one counts a point for the division that blew it, so the excitement of the game is twofold. The enemy must be prevented from wafting a feather into the near court, and, if

possible, a feather must be wafted into the enemy's domains. No special player is detailed on a side to blow the feather back. Any person who happens to be near it endeavors to give it a puff in the right direction. Sometimes half a dozen players will scramble madly together, all blowing excitedly in hopes of "returning the ball." The game lasts twenty minutes or half an hour. If desired some dainty gift can be presented to the side winning most points. Members of the victorious side draw lots to decide which of their members shall have the trophy.

COLOR BASE

Is the parlor carpet a variegated one, having several colors in its pattern? If so, the original game of Color Base may be played without a moment of preparation. Dedicate each of the four sides of the room to one of the colors found in the carpet, and appoint one member of the company as policeman. The policeman is empowered to arrest any person who is not standing upon a spot of the color appointed for that portion of the room when the officer passes. Pedestrians, as the players are termed, are obliged by the rules of the game to "keep moving." The policeman keeps moving, too, and is constantly on the alert to capture pedestrians. The pedestrians see him coming and fly to the nearest spot of the prescribed color.

Much ingenuity is necessary not only to elude the policeman, but to remember what color is required by the particular side of the room on which one happens to be. The first one captured off base becomes officer.

FLIP, FLAP, FLUMMERY

Flip, Flap, Flummery, a new game, is so simple that any one can play it without "previous experience," although it is guaranteed to keep the brightest wits in the company constantly on the *qui vive*. In this game flip is the figure 5; flap, a cipher; flummery, the figure 2; syllabub is the figure 7; squash, the figure 9. The flip-flappers form a circle with their chairs and, beginning at No. 1, name the numbers from 1 to 500. Each person in turn names a number. Wherever a combination occurs containing flip, flap, flummery, etc., the number is not mentioned, its name being substituted. Thus the number 15 is omitted and flip substituted. The number 12 is omitted and flummery takes its place. If two or more names occur in one combination of figures the names are combined. Thus, the number 209 is flummery, flap, squash. Each player has five points to keep or lose. Each time he gives a number which contains a flip, flap, instead of giving its name, he loses a point. The rule of succession renders the game doubly exciting. According to this regulation if any one fails to give a flip-flap



number correctly the person next to him resumes the counting and corrects the mistake. This renders it difficult for any player to calculate just what combination is likely to fall to one's share.

BEAD RACE

The beads are the ordinary colored ones sold in toy shops and at embroidery counters, but a larger sort could be used if they happened to be nearer to hand. Distribute the beads all around the room, having some hidden, others in full view. Let the boys of the party choose partners, and give each pair of partners a long piece of sewing cotton with a needle at each end. Care should be taken that the needles are not too coarse to pass through the opening in the beads. When the signal is given everybody begins to look up the beads and to string them. Partners, of course, work together, each using a needle and stringing on the same thread. Fifteen minutes is the time allowance, and there are pretty prizes in waiting for the two whose string numbers most beads at the end of that time.

GOOD TABLE GAMES

A splendid table game, which even quite young children can take part in, is founded on beasts, wild or domesticated, which are described, but not named. It is called

NATURAL HISTORY

To play it the company sits in a circle and some one is appointed to begin the game. This player starts the fun by saying: "I have in mind a certain animal which I will describe for you. The player first to guess it will receive a counter, the greatest number of counters to represent game. If any one guesses wrong he or she will not be allowed to guess further, but for any such mistake I will add a further piece of information about the creature in question."

The description is invariably indefinite. Thus, a Fox might be described as an "animal larger than a mouse and smaller than a cow, with a tail and a pointed nose."

If any one guesses correctly he receives the counter, but if not, the leader adds the additional information promised, as, "It is sometimes of a silverish color." This continues until the word is guessed. The player guessing most animals correctly is prize winner, if a prize is given.

ILLUSTRATION

Another jolly round might be supplied by the contest called Illustration. This requires a large basket filled with cut-out advertisement pictures—figures, landscapes, household articles, dresses, houses, etc.

This basket filled with pictures is placed in the center



of the table around which players sit. Mucilage bottles and several pairs of scissors are also at hand.

The fun lies in endeavoring to illustrate one's quotation or proverb by selecting from the basket such figures as seem to lend themselves to the plan, and grouping them to complete some absurd picture.

The results (which it will require about twenty minutes to arrive at) will be extremely laughable. At the expiration of the time limit the judge shall collect the pictures and decide which is cleverest, taking into consideration the limitation of the artist's field. Give a book of sketches by some popular artist as prize.

FAMOUS NUMBERS

This is always entertaining and exciting among bright people. It requires no preparation except a quantity of small slips of paper on which the different numbers from 1 to 20 are written. Each number should be repeated several times on different slips.

Jumble the fragments thoroughly in the basket. The leader selects a paper at random, unfolds it, and announces what number is written there. The player first to call out some reference appropriate to the number called wins the slip.

A few references applicable to the numbers are given here to show the possibilities of the plan. Say,

84 The Mary Dawson Game Book

for example, that the leader names the number 3. The quick-witted player will recall:

The Three Virtues, the Three Graces, the Three Fates, the brave Three who kept the bridge with Horatius, the Three Wise Men of Gotham.

Four recalls the Four Georges, the Four Seasons, Fourth of March, Fourth of July.

Seven suggests, We Are Seven, the Seven Sleepers, Seven Wonders, the Seven Sages.

Twelve, Twelve months of the year, Twelve Cæsars, Twelve Disciples, Twelfth Night.

Numbers to which less reference is attached may be given but once on the slips, but almost all will furnish at least some literary, legendary, or historical connection, or some popular catch.

Twenty-one stands for the age of majority; twenty-three, "skiddoo"; sixteen the "sweet sixteen" of girlhood; nine the nine Muses, "the ninety and nine," etc.

The game lasts while the number of slips holds out. The player who at the end of that time has most counters to show is winner.

FISHING

Shape from soft wood a number of little fishes; they may be quite crudely shaped, or, if you cannot make them look like fishes, little oblong pieces of wood will do. Make forty or fifty of them, as you



will want at least ten for each player. On the bottom of each fish or block mark a number in ink, a series of from 1 to 10, so that you may have as many sets of ten as you care to make.

Each fish should be supplied with a little ring under its head; a bent pin stuck in each will serve the purpose. Fishing rods may be made of pieces of rattan, with a string and a bent pin for line and hook.

Now for the game: By means of a string or a chalk line define a large circle in the center of a table or on the ground. This represents the public pond, and into it each player puts five of his fishes, without regard to the number marked on the bottom of each. Before him he then places his other five fishes, thus making his private pond, and then with hook and line each begins fishing in his neighbor's private pond.

Whoever first hooks a fish calls "caught," and the player in whose pond it is caught places his hand on that fish, while the one who caught it guesses whether the number on it is odd or even. If he guesses correctly the fish is won for his private pond; if incorrectly, it goes into the public pond. If two opponents cry "caught" at the same time the fate of the two fishes is decided in the same way, by each player's guessing in turn, but if both guess correctly both fishes go to the public pond.

The players fish alternately in the private pond and the public one until some pond is empty of fishes,

either a private one or the public one. When that occurs the player who has the greatest number of fishes in his private pond is the winner of the game.

LOGOMACHY

It is remarkable, considering the excellence of the game and the facility with which it can be arranged as a progressive feature, that Logomachy is not more widely known and played at present and that all dealers do not keep the alphabetic cards in stock.

Luckily, however, a logomachy set can be easily made at home "in between times" and without cost except a few sheets of cardboard.

Those who enjoy games which can be played progressively and which are not so well known as euchre, so intricate as whist, would perhaps find the word-building exactly what they want.

For a large company and a progressive game it would be better to order several sets of the cards through some large dealer, notifying him sufficiently far in advance, since to make them for so many tables would entail a large amount of work.

For a simple home game, however, the necessary set is very little trouble to get up. Here is the *modus operandi*:

Cut from the pasteboard, which should be glazed if you can get it so, cards resembling the ordinary euchre

deck in size and shape. Each logomachy pack contains seventy-two cards. Wornout euchre cards can be used at a pinch by pasting the letters in the center of the cards and painting out the original symbols.

Now from old newspapers, advertisements, and magazines clip as many big capital letters as you can find, taking care to have them clear and plain. These are pasted on the cards, one to each. The set must contain the following letters:

Six A cards, three each of B, C, and D, seven of E, three of F, two G's, two H's, six I's, one each of J and K, two each of L, M, and N, six O's, two of P, one of Q, two of R and S, two of T, six of U, one V, two W's, one X, three of Y and one of Z.

A few of the lettered cards are marked Single Prize or Double Prize. The Single Prize cards are J's, K's, and X's. Double Prizes are Q and Z.

Each player before he takes his seat receives a score blank, which has the rules of the game written on the reverse side. The game itself greatly resembles old-fashioned Casino, that ancient favorite which we all learned as children.

The principal change is, of course, the substitution of letters for numerical values.

RULES

Four persons sit at each table. Partners sit opposite each other.

88 The Mary Dawson Game Book

Each player deals in sequence. One card is dealt to each player and one to the pool. When both players and pool have four cards no more are dealt for the time being.

Cards in the pool are dealt face forward.

No cards are dealt to the pool after the first round in any one game.

Dealing and playing both progress from right to left.

The object of each player is to secure for himself as many cards as possible. The cards marked Prize count more than the others, and are, therefore, more desirable. Cards are won by forming words with the letters.

Thus, if it so happens that the cards A and N are upon the table and the player to whom the turn has fallen has a Y in his hand, he plays his Y, thus forming the word Any, and gathers in all three cards.

But if, on the other hand, a player is unable to form a word, he must discard from his hand and the turn passes.

Words may be built exactly as are the numbers in the the more familiar game. For example, we will say that the letter N is in the pool and that the player holds M and A cards. He discards the A, placing it upon the N, and announces that he is building the word Man. If the trick remains untaken until his turn comes around again he takes in the N and the A cards with his M. However, another player may pro-

duce a letter and take both letters before the builder's turn arrives. The letter for this trick need not be an M. The letter C, forming with the letters built the word Can, would take it equally well.

A person building is not allowed to take another trick until the built-up cards are taken by another or himself. The counting resembles very closely that of Casino.

The greatest number of cards counts three points. Single Prize and Double Prize two points.

There are, besides these, "Sweeps," which count one point each. A sweep is made by the player who wins all cards that happen to be on the table, whether these are few or many. They correspond to the points of the same name in Casino.

Played progressively the arrangement of the tables, etc., for logomachy is like the arrangements for Progressive Euchre.

Handy pocket dictionaries with good, serviceable bindings and clear type make useful and appropriate prizes. Letters in hard chocolate or cookies cut and baked in letter form, tied with ribbon, can be distributed as boobies or, perhaps one should say, consolation prizes.

GAMES FOUNDED ON MOTHER GOOSE

These games are excellent for many reasons, for one thing, the rhymes are something which every one has

learned and loves, and although our minds may need refreshing as to the lesser known jingles, the player, whether child or grown-up, can take part without tedious explanations in any game or contest founded upon them. The possibilities of such games are practically unlimited, but a short description of some already thought out and put to the test will be helpful.

BROKEN RHYMES

Each couple is given a little blank book and pencil. The blank books are covered with silicia and on each the entertainer has painted in illuminated lettering the title "Mother Goose's Melodies," below which comes the familiar figure of the little old witch astride of her favorite steed.

At the head of each page is written a single line from some one of the melodies, the rest of the page being left blank. The idea is to fill in the missing lines in each case and complete the jingle. An hour is allotted for this work and a prize offered for the best "examined paper."

The first lines used might be the following:

1. Charley, Charley, stole the barley—
2. Elsie Marley has grown so fine—
3. Hurley burley, trumpet trase—
4. Johnny shall have a new bonnet—
5. Flour of England, fruit of Spain—
6. Little girl, little girl, where have you been?—

7. Bobby Shafto's gone to sea—
8. Bat, bat, come under my hat—
9. If all the world was apple pie—
10. Dame get up and bake your pies—
11. Girls and boys come out to play—
12. If "ifs" and "ands" were pots and pans—
13. I had a little hen—
14. Jack Sprat could eat no fat—
15. Pussy cat, pussy cat, where have you been?—
16. Cross patch, draw the latch—
17. Biddle diddle dumpling, my son John—
18. Curley locks, curly locks, wilt thou be mine?—
19. Robin and Richard were two pretty men—
20. Old Mother Twitchett had but one eye—
21. The King of France went up the hill—
22. One misty, moisty morning—
23. Pease porridge hot—
24. I'll tell a story—
25. What are little boys made of?—
26. I have a little sister—
27. There was a jolly miller—
28. London bridge has broken down—
29. Eliza, Elizabeth, Betsey, and Bess—
30. Gay go up and gay go down—
31. Ride a cock horse to Banbury Cross—
32. Higgledy, piggledy, my black hen—
33. Cock a doodle do—
34. There was an old woman tossed up in a basket—

At the expiration of an hour the hostess collects the books, competitors having previously written their names upon them, and the little volumes are taken behind the scenes, there to be examined and corrected.

ILLUSTRATED RHYMES

Meanwhile the entertainer has produced a blackboard and a supply of chalk. A basket containing folded slips of paper is passed and each person present draws one. All are asked to keep secret the subjects found on their slips.

When opened, these are found to have on them both a number and a verse from some nursery rhyme.

One by one, following the sequence of the numbers on their slips, the guests go to the blackboard, there to illustrate the rhymes on their slips. When each drawing is complete the rest of the "audience" guess what is represented, writing their guesses on cards furnished for the purpose.

Among the subjects represented might be:

1, Jack and Jill; 2, Hey diddle diddle; 3, The crooked sixpence; 4, To market, to market; 5, Taffy was a Welshman; 6, I saw three ships a sailing; 7, Old King Cole; 8, Little Boy Blue; 9, Hickory, dickory dock; 10, Little Jack Horner; 11, Two little blackbirds; 12, Ding dong bell; 13, The Queen of Hearts; 14, Three men in a tub; 15, Mistress Mary, quite contrary; 16,

Little Bo-peep; 17, Simple Simon; 18, Peter, Peter, Pumpkin Eater; 19, The house that Jack built; 20, I had a little pony; 21, Bobby Shafto; 22, Old Mother Hubbard; 23, Three Wise Men of Gotham; 24, Tommy Snooks and Bessie Brooks.

When all have drawn, the real subjects are announced and each player corrects his guesses accordingly.

Prizes are then awarded for the best work in both contests. These are interesting books on English folklore, while cookies in the form of geese are awarded to the several competitors whose efforts were least successful.

Instead of taxing the little people by requiring costumes, each child, as he or she enters, might be given a paper headdress which suggests some nursery rhyme character, and these the little folks are put to guessing while awaiting the late arrivals. For instance, one little laddie is given a pieman's cap in paper and becomes the pieman accosted by Simple Simon. A quaint sun-bonnet with a frisky dog cut from paper pasted on it makes another wee Miss Old Mother Hubbard. There are crowns of pasteboard for the King and Queen of Hearts, which have tiny red hearts pasted all over them, and other characters are introduced in other similar ways.

MOTHER GOOSE PIE


All through the evening there should be delightful surprises—surprises which cost but little in proportion to the enjoyment the children get out of them.

For instance, when all have arrived, a huge pie with a cardboard top is brought in and placed on the table. At the same time the entertainer produces a fishing rod made of a walking stick, a length of bebe ribbon, and a gilt hook at the end of the latter.

When the crust is removed from the pie it is found to be filled with very natural looking blackbirds made of crepe paper. In each bird's beak is a ring large enough to admit of passing the hook through it. The children take the fishing rod and one at a time angle for the blackbirds. It is great fun taking one from the pie, and each youngster is allowed to retain the one he hooks, retaining also the little bag of candy enclosed in the black paper of which the bird is made.

BO-PEEP

There might be a Bo-peep contest, too, where each child is given a woolly toy lamb, and where, on a given signal, all begin to search for the missing tails. The little fluffy tails are hidden all round the room, and in each is a pin with which to attach it to the animal. The three children first to bring the completed sheep to the mistress of ceremonies draw for a prize, a charming copy of "Mother Goose."



THE JUMPING COW

Hey diddle, diddle is the basis of a fascinating blind-fold game of the familiar and simple sort which young children never tire of.

On the curtain instead of the usual donkey or other figure is drawn a huge moon. Little black cows cut from paper are given to the children, and the object becomes to pin the cow on the curtain so as to have her in the act of jumping over the moon. The three or four children who succeed best draw for a toy farm-yard set.

BEANS IN THE POT

This is a capital variation of old-time Bean Bag, to be played with a bag of dried beans weighing about one pound. The object is to throw the bag into a tin pan which is placed on the opposite side of the room from the player's base. There should be a mat under the pan (or a wooden bowl is often substituted for the tin) to prevent slipping. In front of the bowl stretch a cord or tape about one foot above the floor line. This is most easily done by tying the cord to the legs of chairs. To take aim the player must kneel on one knee, and all players, of course, have the same base. If three bags can be provided each player might have three shots at once.



GAMES FOR ADULTS



GAMES FOR ADULTS

HERE again, while the section is devoted to games which are generally classified as belonging to the elders, owing to the variety and novelty in them it is misleading to draw distinctions that are too hard and fast. Bright boys and girls will often play the older games and may give the grown-ups a hard tussle for it.

GAMES TO FIND PARTNERS

Perhaps nothing counts so much toward making a party a success from the very outset as a good, amusing way to find partners or to pair off the young folks for a contest, a dance, or for supper. Frequently this pairing off will serve as an ice-breaker to those ill at ease, or as an introduction where the gathering is large or includes many strangers, and will furnish a general good time as well.

One way to accomplish this which is always worth while is jinglets divided in half to be matched by the company. If there is time for it try to have the verses original, as this makes the matching up more exciting. Where time is lacking to prepare the original verse, use quotations divided in half. Or use the

100 The Mary Dawson Game Book

extracts complete, save for one word on one card, and have the missing word on the other.

When you plan to have the jinglets, let these be light and bright and in no way abstruse. For instance, they might be couplets like the following:

"Search and seek the room around
Till the missing half is found—
Matching half and mating line
Till I am yours and you are mine."

By repeating the words of the first half in the second couplet the clue is given. Or the entire verse may be written out and then cut completely in half from top to bottom.

Once written out, there are many ways of presenting the couplets which add to the frolic. For instance, you may paste or write them on penny flags, tying those intended for the gentlemen with pink, and those for the girls with blue ribbon, and then let each select a flag. Or you can pass around tiny envelopes containing the bisected rhymes, tying the envelopes for the sexes with different colors. Or there might be a lively search in which the young men scramble for hidden jingles written on pink paper and the girls for others written on blue. Or roll up the divided verses in tiny balls covered with blue and pink tissue-paper and let the hostess toss them out at random (a few at a time) with a palm-leaf fan. The young folks

scramble for the little balls, catching only those of the appropriate color, of course, and when the balls are removed partners stand revealed.

Riddles are also good, especially original ones with funny local touches, but conundrums of any kind will serve. It would be attractive to have the conundrums written on fans for the girls, while the answers appear on flags or paper caps for the young men. Tie the fans and flags which are to match with ribbon of the same color if you wish to avoid the trouble of finding the conundrums, or have the ribbon on the fan match the color of the paper cap, or have pipes for the men and fans for the girls and decorate each gift with ribbon so that mates are found.

(The merry plan of auctioning off the girls may be used for partners at any time of the year, and is especially good for a feast like Hallowe'en. Have the girls stand in one room (or behind a curtain), while the men are stationed in another. Let the hostess announce the sale of partners in a formula something like this: "I have here Partner No. 1. Who claims her?" The first gentleman to speak for her wins the girl and she is immediately led out to him.

Then there are the many ways involving a merry chance which can be arranged without trouble, often impromptu. For instance, let the young men stand at one end of the room and the girls at the other. The girl who is to draw a partner closes her eyes and is

given a ball which she rolls in the direction of the men. The person of the opposite sex nearest to whom the ball stops is her partner. Each girl in the company throws a ball in the same way. Another method, which some prefer, is to have the girl with eyes closed toss the ball in the air and to have the men try to catch it. The one who catches the ball thrown by her is the supper mate of the young woman who threw it.

Or each gentleman may be asked to find and take into supper the girl whose name most closely resembles his own in point of letters. That is, those whose names duplicate most letters are partners. This requires quite a little search to find, and makes a most entertaining puzzle. Usually it will be found best to confine one's self to the surname.

Or try this jolly plan. Write the names of the men on slips of paper and put them in the leaves of a large book. The girl who is in search of a partner takes the book, opens it where she likes, and then, reversing the leaves always in one direction, but either back or forward, never at random, turns until she finds a slip. The man whose name is written on the slip is her partner. Another maid then takes the book and proceeds as before.

If you can obtain a mechanical toy, as, for example, an automobile or train, which will run the length of the room without fail, load the slips on which you have written the names of the girls of the party on the

vehicle and send it into the parlor at the moment when the question of partners is on the carpet. Each man in turn takes a slip from the vehicle and finds thereon the name of the maid he is to claim.

Pictures can be used in ways so diverse that but a few need be suggested as inspiration for others. If economy is not an object, each girl may be given a dainty water-color sketch, while the swain who is to be her supper partner receives a verse describing the scene and must hunt up the girl holding the view his verselet describes.

Advertising pictures cut from magazines are good and cost nothing at all when the question of expense must be considered. Give each girl an advertisement picture mounted on a card and each man the reading matter which has been clipped from one of the advertisements selected. When reading and pictures have been matched, partners are found. Or give each girl the picture as before and each man some trifling detail cut from a picture also pasted on cardboard. When this part has been matched with the picture from which it was originally clipped, the new couple is found.

On one occasion for which nothing specially new seemed to offer I hit upon a fishing plan which involved a kind of game and which interested the young people very much, considering how extremely simple it was. A walking stick was the fishrod, to which was fitted

out a long line of twine and a brass hook. Each girl "cast" the line out of the parlor window. Some one concealed for the purpose in the dark below attached quickly to each line cast a slip of paper on which the name of a young man was written. This had to be done at random, but we found that it worked capitally that way.

Once, too, when the occasion was highly impromptu and time was lacking to devise anything not of the simplest, we tried this plan: From a ball of twine we cut a number of lengths, two lengths in each case matching. Some of them were long, others short, some positively unwieldy in their extent and others but the length of one's thumb. But each length had a duplicate somewhere among the number, and one of each pair of matching lengths was in the possession of the young men, while the girls held the other. Then came the fun of mating the cords together, which took quite a few minutes to accomplish, after which each lassie went forth to dance with the swain appointed to her by fate.

Have a number of slips, one for each member of the company. On the men's slips write culinary terms, such as Turkey, Crackers, Roast Lamb. On the girls' write the corresponding terms, such as Stuffing, Cheese, Mint Sauce. The players draw for these or hunt them, those for each sex being hidden on different sides of the room. Then let Turkey hunt for Stuffing,

Crackers for Cheese, Lamb for Mint Sauce, and so on. Or the pantomime method as explained under Thanksgiving Day can be adopted.

(Cut out colored advertisements with figures in them and detach the advertised article from the figure. Thus, the Cream of Wheat box from the negro. Paste them neatly cut out on correspondence cards. Then the advertised article and the familiar figure search for each other.

Have the cobweb game, but have a man's and a girl's cord run together at the end. When the couples have successfully untangled their threads they will have acquired partners.

Hang up an embroidery hoop, provide clay pipes and soapsuds or the patent kind of bubble blowers. Give each girl a slip with a number on it. The number is not revealed. One by one the men step to a chalk mark at a short distance from the hoop and endeavor to put a bubble blown from the pipe through it. The man whose bubble is first to go through takes as partner the girl holding slip No. 1 and so on.

Give each man a card with a proverb, a quotation, or an original verse written on it. Give each girl a word whispered to her. Each man passes up and down the line asking the words, until he finds the one which fits his verse. This indicates his partner.

106 The Mary Dawson Game Book

Give each girl a pretty needle-book with cover in a certain shade. Give each gentleman a needle threaded with cotton in the same shade. Then let the men hunt for the girls whose needle-books match their threads.

Cut in half as many picture postals or other cards as there will be persons present. They must be cut into zigzag fashion to represent the popular jig-saw puzzles.

Hide one set of halves on one side of the room, their mates on the opposite one. This, of course, must be done before friends begin to arrive. At a given signal the men begin to search on one side of the room, the ladies on the opposite. Afterward the cut cards are matched and those holding matching halves are partners.

Or try this to get everybody interested and laughing: Get paper in two colors, as pale blue and pink. Cut from the pink as many slips as there will be men present and from the blue an equal number of slips, representing the women of the party. Number the blue slips in rotation—say from 1 to 12, or whatever the number of the women will be. On each blue slip write one line of an original couplet, or if this is not practicable, one from Shakespeare. The men draw from a basket containing the pink slips, women from another receptacle in which the blue are jumbled together.

When all have drawn, guests must match couplets to find partners. Thus, a gentleman who has drawn a verse ending in the word "together," will seek out a partner with a line which rhymes with this word, as "whether." The number on the slip gives the order in which the guests will play the game or go in to dinner together.

For a dinner party the blue slip bearing the last number is not put into the basket, but is retained by the hostess, while the host holds the line which rhymes with that of the blue slip numbered 1. By this means the host will lead the way to the dining room with his partner, while the hostess brings up the rear with hers.

When the dining room is reached each pair reads aloud a couplet, reading in the order prescribed by the numbers. Have the last rhyme something amusing which suggests being seated and commencing the repast.

Another popular plan is to write the name of each woman present on a blank card and enclose it in a separate envelope. These envelopes are then suspended from a ribbon stretched across the room and the men sent blindfolded to clip them down. Or two only are blindfolded at a time. It is, of course, the card in the envelope clipped which gives the name of the future partner.

A most picturesque way to find partners, especially

out-of-doors, as for a May Party, Harvest Home, or Hallowe'en or lawn party or picnic, is with Japanese lanterns. Give one to the man, one to the girl, telling each person who the partner is to be. Then let them search for each other by the light of the lanterns alone.

Stretch a tape across the room two feet above the floor. On one side of it the men take up their positions, on the other the girls. Both divisions stand back from the tape toward the wall. One by one the girls roll a ball under the tape. The man first to catch the ball and leap over the tape wins the hand of the girl who threw it for the supper or game.

Hide animal crackers, having two of each animal, on opposite sides of the room. Let the girls hunt on one side, men on the other. Then let those who hold elephants become partners, and so on.

When the plan just given is used it would be funny to have the hostess stand at the doorway through which the couples pass on their way to supper and here to have read aloud a comic rhyme on each class of beast that passes. Those who cannot invent such rhymes could use the comic ones found in nonsense verse of such producers of mirth as Gelett Burgess and Oliver Herford.

GAMES TO DISTRIBUTE GIFTS

I

Gifts may be distributed for Christmas, birthday, a shower, or at any time by means of a cobweb. This is where the twine is tangled around everything within reach in one or more rooms, and each player receives a cord which he must follow till the gift at the end is reached.

II

A rainbow is the same as a cobweb, save that different colored strands of tissue-paper are followed in all directions. Each player receives a strand of one color or tint.

III

Gifts can be hidden under a big snowpile of cotton-batting snow. Each is given a shovel and digs until a package is turned up. Or the one who is in charge may dig them out with a large shovel and present them.

IV

The mystery plan is always good. A capital way to start it is to pass a dish of English walnuts around, having each take one. When the walnuts are cracked a tissue paper is found inside on which is written a hint to guide the recipient toward his present. Thus,

110 The Mary Dawson Game Book

the note might read "Look under the sofa." When the sofa is reached another card directs the player further—say, in the cupboard, and so on. All the gifts can be unearthed together if preferred—say, in a big pie made over a wash-tub and hidden in the spot where all are told to look last.

V

Have gifts for all and give each one so many beans. Have an auctioneer who auctions off the packages which guests buy in with the beans. The auctioneer should describe the contents in riddle form so that each who guesses right may know what he buys.

GAMES WITH COLORS

Color Contests have proved so popular with Sunday schools and sodalities of late as a method of securing new members of developing some good work or working up interest generally that color games are much in demand. Usually a little programme will follow the contest proper and those who plan the social like to have it carry out the idea of the contest.

The suggestions that follow should be regarded more as examples of what may be done in games founded on colors than as in any way exhausting the subject or setting bounds to the possibilities of the idea.

YELLOW AND BLACK

I

(These examples illustrate what can be done with other colors also.)

See who can write down most terms involving yellow, also most terms involving black. Award a prize in yellow to the one naming most yellow terms, one in black for the black terms.

II

Give each a card on which you have marked five dots. Give pencils at the same time. See who can draw a figure embodying the dots, that is, the outline of which will pass through each dot. For the figures players have their choice of a sketch of an African or a Chinese. Award prizes in red and yellow.

III

Let all draw a spray of "the black-eyed Susan" of the country fields in competition for a prize. Or substitute the Sunflower, which, like the "Susan," involves both the required colors.

IV

See who can draw a college banner in yellow and black and write the name of the college whose colors they are, correctly on the sketch. Let all who answer correctly draw for the prize.

YELLOW

See who can think out and write down the longest list of yellow flowers.

See who can complete this imperfect quotation:

A by the river's brim,

A y was to him

And it was nothing more.

Ans.—Primrose. Yellow primrose. From "Peter Bell."—Wordsworth.

NOTE.—The color games included among question and answer contests are also suitable for such occasions as a color social.

GAMES WITH ADVERTISEMENT PICTURES

I

Cut out neatly from the magazines as many advertisement pictures as there will be players. Cut each picture into three pieces, removing all writing. Hide two pieces of each picture around the room as far apart as possible. The third piece place on a tin or paper pie-plate. Give each player a pie-plate, with instructions to search for the missing pieces. The one first to complete his picture wins the prize.

II

Make an Art Gallery with advertisement pictures. Let each "visit the gallery" and write down the names

of the advertisements represented as he supposes them to be. Give some widely advertised article as a prize, and as a booby a box of breakfast food or anything else funny.

III

Give each the name of an article which he will be required to advertise by originating a sketch to explain its merits.

IV

Let each write an advertisement for some article. The names of the articles can be given and each player may make his own choice.

V

Cut into small pieces twenty-five advertisement pictures. Mix the pictures and put the fragments in a basket. Give each player a sheet of cardboard. Provide mucilage and brushes and see who can in a given time patch together most pieces.

HOOK-AND-EYE GAMES

(Will furnish the fun for a whole evening.)

This is a new idea for a social where guests are girls alone or girls and boys. The simplicity of the plan will recommend it to young people who wish to get up a frolic quickly, as will also the hilarity of it later on.

114 The Mary Dawson Game Book

The boys are given hooks cut out of cardboard, the girls receiving eyes.

Each boy chooses his partner, who, if she wishes to accept, catches the eye she holds in his hook.

When the signal is given the girls search for the tiny metal eyes hidden around the room, their partners collecting hooks only.

The pair finding most win prizes. To count in the score each hook must be matched with an eye.

If desired, white hooks with eyes could count one point apiece; black, two points; fancy colored, three points.

The next contest consists in sewing the hooks and eyes on cards provided by the hostess.

The boy hands the little fasteners to his partner, who does the sewing.

The young men of the party, as their share, might be required to thread the needles for the contests. This would make a hilarious beginning.

Skill in archery could be put to the test in an original way. From heavy cardboard cut a large hook and suspend at one end of the room on a line with the shoulders of the company.

Also make from cardboard a number of eyes shaped in such a way that if properly thrown they will catch upon the hook.

Each player has five eyes (used by different players) and each eye hooked counts a point toward the game.



For the last feature have a lively Virginia Reel or Lancers in which the partners lock their arms after the manner of hooks and eyes for the "swing partners," etc. This is called the hook-and-eye figure.

Prizes given in the games had best be conventional, but to create fun have papers of hooks and eyes as boobies.

GAMES WITH A BALL OF TWINE

When something is necessary to amuse an impromptu party and ideas for more ambitious pastimes fail, the possibilities of a ball of twine are worth considering. The number of good contests that this simple library adjunct can furnish at need is surprising. For instance, the hostess, standing at one end of the room, cuts from the ball a length of cord and rolls the former over to the rest of the company. Holding the cord up by one end, she calls upon the others present to cut each a cord as closely resembling the other in length as possible. When all have cut, the various duplicates are compared with the original. It is marvelous what a difference so short a distance will make and how greatly the attempts made by the various guests will vary. The one coming nearest wins the game. Then let each one form from his length of twine a tangle as difficult as he can form of it in the three minutes allowed. All sit in a row and each passes to his left-hand neighbor the tangle he has

116 The Mary Dawson Game Book

just formed. The player first to hold up a perfectly straight strand is winner of the game.

A wrapping contest, too, is great fun. This requires only several empty boxes of any size that are at hand, some fresh sheets of wrapping paper, and the twine. Several competitors can work at the same time, the number being limited only by that of the number of boxes in hand, as each competitor must have one. The wrappers stand facing the audience, made up of the remaining players, with boxes, twine, and paper on a table in front of them. At a signal all begin to wrap, the object being to see who can make the neatest parcel. The many bad attempts will make for much hilarity, as this accomplishment is far from being a general one.

And now pass around pencils and paper, for the possibilities of the ball in the way of competitions are not yet exhausted, and ask the company to guess what length of the twine, in yards or feet, remains. When all have registered their guesses the ball is unwound and measured by yardstick, and the question of which member of the party has the most accurate eye is promptly decided.

PIGS IS PIGS

When entertaining people who are not well acquainted you will find a Pig Book an excellent ice-breaker. Some entertainers use a guest book which

comes for the purpose, but any ordinary blank book without lines, covered with linen, will do equally well. Decorate it if there is time with the ten little pigs in various characteristic attitudes, as going to market, etc. Instead of a sentimental contribution to the volume, each guest is asked to close his eyes and to draw, thus handicapped, the figure of a pig in any position desired. The animals are apt to be most surprising, especially to the artist. As each artist completes his drawing and opens his eyes he must sign his name and the date for the instruction of future contributions to the book. Sometimes the illustrator adds a humorous line. Examples of ready wit found in one pig book I have seen include one by a professional artist, who, "light denied," produced a pig little better than that of the veriest amateur. He wrote: "Drawing (pigs and everything else) taught at the Academy de Beaux Arts." Some one volunteered the information that "Pigs is Pigs" with his signature, and yet another guest identified his sketch with "This is a pig, not a sausage or a sweet potato, as envious rivals have suggested. I know, for I drew it."

A NEW WAY TO SCORE

Instead of the usual tallies give the players at your euchre draw-string bags made of calico. Each player receives at the end of each round as many doll's

118 The Mary Dawson Game Book

clothes-pins as he won tricks. Beans or buttons may be substituted for the clothes-pins, but the former can be had in most toy shops by the (very tiny) barrels, and are very inexpensive. At the end of the game display the prizes with a price on each, the price to be so many clothes-pins. The person having most pins has first choice; second best, has second choice, and so on.

Another variation of the same idea is to lead the company in to a supper table where each edible has a price card attached—as “sandwiches, 5 cents.” The counters won in the game stand for cents. It looks at first as if only those having many clothes-pins would be able to obtain refreshment, but the hostess presently offers to advance extra money to such as wish it on condition that they give forfeits to be redeemed after supper. The redemption of the forfeits carries the fun still further.

THE ENTERTAINMENT BALL

. An entertaining feature for an evening social is called Entertainment Ball. This is a large ball made of wide tape into which at various intervals have been wound little papers detailing various stunts which guests are obliged to perform. Thus, one paper might instruct the player to whom it falls to sing “O, Promise Me.” Another might call for a monologue.

A third request "the best joke you know." A fourth, "your pet conundrum," and so on. While apparently a work of chance, this little program will have been in reality carefully worked out. The ball is passed from hand to hand, the first player receiving it from the hostess, who has arranged chairs according to a preconcerted design. In this way the player possessing a genuine talent for vocal music receives the slip requesting a song known to be among the favorites of her repertoire. The school recitationist is called on for an example of her art, the boy guest with a capital fund of jokes is requested to produce his best, and so on. In order to discover the nature of his or her stunt the boy or girl to whom the ball is given by the hostess slowly winds the loose end of the tape into a smaller ball. The first paper falling out belongs to the person holding the ball. When any player has performed his stunt he passes the ball to the player seated at his left in the circle. This player then recommences the winding until a second paper falls out, calling for a second performance.

THE MAGIC MIRROR

Here is an amusing experiment that will help entertain guests who are hard to "get going."

Take an ordinary pane of glass or a hand mirror that has not been polished just beforehand and trace

on it with your finger a face or a name, or a letter, or any kind of drawing. The glass will look exactly the same, showing nothing on its surface; but breathe on it and the tracing will instantly become visible.

Now polish the glass and place on it a coin of any kind, allowing it to remain a few minutes. When you remove it the glass will appear blank as before, but breathe on it and a reproduction of the coin will be seen.

If you have a piece of glass that has covered an engraving for years breathe on the side that was against the picture and the lines of the latter will appear traced on the glass. This may fail sometimes, but it is likely to be successful.

The explanation of these phenomena is simple and not unnatural or magical by any means. A layer of gas and fine dust particles gathers on the surface of all solids, and polishing the surface removes this layer, while contact with other solids changes it. When the solid is then breathed on the vapor condenses more readily on some parts than on others, thus making visible any marks that may have been made on it.

A MYSTERY SEARCH

This is the modus operandi of a clever little search feature of the fun of which I can speak from experience:

A series of ten cards were provided for each guest.

These were numbered from one to ten and each bore a letter, namely, A₁, A₂, A₁₀, B₁, B₂, etc.

The hostess retained the first card of each series.

The remainder were scattered in every conceivable nook of the house and even outside on porches, clothes-line, and blinds—the more “impossible” the place, the better.

When ready to start the hunt the hostess gave each guest No. 1 of his series.

This was to serve as a clue to find the subsequent numbers, ten revealing the hiding place of some trifle, suggestive of a hobby or “horror” of the person to whom it was assigned.

Candy cones, toy mice, diminutive rubber boots, and similar articles were used as the “mysteries.”

The cards were written in a vivacious, conversational style, hinting at the nature of the particular “mystery” awaiting the searcher, and each hinted at the direction to be taken in searching for the next card. Thus, by way of illustration, the first card would say, “You are advised not to go too far away from the book shelves in the library.” Or, “You are warned that in hunting for your next card you must climb a stairway.”

The greatest care was used in placing the cards in their correct places, as a mistake would completely destroy the object of the whole series.

Sometimes two or more of different series were concealed in the same place.

The guests were cautioned against taking any except those of their own letter.

The confusion of the company, unexpected encounters, amusing situations, and discoveries created the desired entertainment.

GAMES BASED ON TRAVEL

For such occasions as speeding a traveler, for the meeting of a travel club, or for any occasion where the guests or players will be bright and well read, travel games are excellent. Plans for them will be found under various headings in this book, notably the Question and Answer Contests, the Bon Voyage Hints, but here are some which need a more general classification:

I

Give each man a penny "composition" book and a pencil. In the center of the table have a basket filled with advertisement pictures, having scissors, mutilage, and brush also at hand. The gentleman is asked to write an account of a trip he once took (it may, of course, be wholly fictitious and nonsense is hardly less preferable than a real account), while the lady who acts as his partner is to illustrate by pictures selected from the advertising sheets furnished by the

entertainer. Each couple decides upon a title for the book on which they work together. It might be, for instance, "Personal Experiences of a Trip to the West Indies."

The books are to be judged both in view of text and illustrations, but separate prizes, one for the text and one for the illustrations, should be awarded to the couple whose joint work is pronounced best.

II

Give each player a blank book and pencil. Offer a prize for the best 300-word answer to the question, "How would you spend \$300 given you for the purpose of travel, which must not be used for anything else?"

III

Arrange a debate on the following proposition, "That travel by rail is pleasanter than by sea." Or, if you please, the converse, "That travel by sea is pleasanter than by rail." Another good debate would be, "Whether a year in Europe or a year in college is most stimulating, and which is of best educational value?"

IV

See who can make the best pencil sketch of a railroad train. Or, if you prefer, of an ocean greyhound. See who can name most terms relating to a railroad train.

V

See who can think up a quotation in praise of travel or bringing in the word Travel, as, for instance, "Home-keeping youth have ever homely wits." (From Shakespeare's "Two Gentlemen of Verona.") All who are able to recall appropriate quotations draw for a prize.

VI

The idea of quotations relating to travel such as that just quoted can be used as a roll call idea for a club. Each member brings such a quotation, and answering his name at roll call he delivers the quotation also.

VII

Draw a picture of yourself or your partner as a tourist. Or model a statue of the same from chewing gum, plasticine, or bread-crumbs.

LIVING GEOGRAPHY

Each person accepting accordingly comes attired so as to represent or otherwise suggest some city, sea, mountain, cape, river, or other geographical form. As each guest arrives a card with a number is handed to him or her, which has ribbon drawn through a perforation at the top; a gilt safety-pin in the ribbon is used to pin the card to coat or gown.

AWARDING THE PRIZE

When the game is to begin the hostess distributes strips of pasteboard having at the left margin the numbers from 1 to 25 or 1 to 35, according to the number of guests who take part; these numbers correspond, of course, with those on the cards worn by the Living Geographical Names.

An hour is allowed for working out the puzzles on the cards. Guests circulate around the room endeavoring to decipher the riddles involved in the costume, headdresses, etc., of others. When a player thinks he has solved one of the puzzles he writes it on the pasteboard strip; until the strip is filled and handed in, however, he has the privilege of altering any guess.

When the time is up all cards are collected and examined by the hostess or some one else appointed to act as judge, who is furnished with a complete list of correct answers.

The prize awarded for the cleverest set of guesses should be something that suggests the Globe or travel. A book of travel is appropriate, or a framed picture of some beautiful foreign scene, or collections of photographic views. The little pasteboard globes which come for 5 cents may be filled with candy and presented as consolation prizes.

~~GAMES TO PLAY WITH LIGHTS LOW—~~
GAMES FOR THE BLIND

THOUGHT RHYMES

One player mentally selects a word, for instance, Tower. She then announces that she has chosen and that the word rhymes with Hour. Or she may say with Cower, Sour, or any other rhyming word. Each player in the circle has the privilege of asking one question about the chosen word or, rather, about the thing it represents. Then all must guess the word. Those who guess incorrectly might give forfeits, or if all fail to guess all might be required to perform funny stunts—sing a verse of a song, grunt like a pig, squeak like a mouse, etc.

ANIMAL CRIES

The person in charge whispers to each player the name of some animal whose cry he or she will be expected to imitate. Each in turn squeaks, roars, mews, barks, or quacks, according to the part he has to play. What each player represents is guessed by the company after each impersonation.

Give each player a pair of scissors and a square of cardboard. Pass at the same time little triangles of cardboard or paper. Then see who can make the most sandwiches, using the triangle as a pattern and

cutting them from the cardboard squares. Five minutes allowed for the work would be about right. The sandwiches must be cut by the pattern, and even in the dark or the half light it will be easy to tell who is most successful by sense of touch.

RAGGED RHYME

One person begins with a line intended to form an original jingle. For instance, "I saw a fair and spreading tree." The person next in line must add another verse, inventing as he goes, which will rhyme with the above. Thus, "Whose green boughs seemed to beckon me." Each player adds a verse until some one cannot invent further.

SOME FUNNY FORFEITS

Winning back the articles forfeited by comic stunts can be made very amusing in the hands of a clever entertainer. Of course it will be necessary to use tact and knowledge of character in assigning the most hilarious tasks, but given this little management on the part of the hostess the "forfeits" part of the evening can be made a great success.

Here are a few of the things that can be imposed upon those who fail:

Tell the girl to sit down beside the man in the company whom she likes best.

Tell the man to kiss the hand of the prettiest girl in the room.

Have a man make a "declaration," and a girl, who is his forfeit companion, decline the offer.

Tie two girls or men together and insist that every thing they do or say for the next few minutes must be exactly alike.

Have two men race backward across the room.

Have two men, two girls, or one of each sex, according to circumstances, kiss each other with the door between. That is, kiss opposite sides of a door.

Have a very small box and order the forfeiter to "Crawl into it." This he can do by placing the box in the parlor just within the doorway and crawling a short distance to it from the hall. The modus operandi is not, however, explained.

Imitations are funny. For instance, a girl or man can imitate a child trying its fortune with an imaginary daisy. "One I love, two I love," etc.

A school teacher or a bright scholar when caught may be required to say the alphabet backward.

Give an imaginary example in arithmetic, and have the delinquent work it out in the air with his forefinger until the correct answer is arrived at.

Spell one's name backward.

One player tears paper and scatters it around the room. The second must come after, imitating a hunt-

ing horn, following the paper confetti, and sweeping it up.

Read a page in an old-fashioned spelling book, as, "Does the Ox go up?" "The Ox goes up," and so forth.

Make a fool's cap out of paper provided for the purpose and wear it.

GAMES TO PLAY WITH THE LEFT HAND

Games in which the left hand is used instead of the right, the dexter member being worn in a sling or held behind one while making a record with the left, make up a splendid programme. Here are some of the things that can be done with the left hand only in competition for a prize.

Let the hostess wear her right hand in a sling and greet guests with the left. If any one offers his right in greeting he may give a forfeit to be redeemed afterward by a humorous stunt.

Give each player a small mirror to be returned as a souvenir. Those selling at five cents will do. Also distribute cards and pencils. Call on each to draw his or her own portrait with the left hand. Prize for the best—if there is a best.

Arrange a bean bag tournament played with left hands only.

Place a blackboard at one end of the room. Give

130 The Mary Dawson Game Book

each player in turn three balls, which he rolls in flour and aims with the left hand at a target. Each player scoring once is eligible to draw for the prize.

Arrange a potato race, either paddling the "praties" with spoons or carrying them on spoons, using left hand only.

Hang up a small hoop, back of which suspend the dinner bell. Give each player in turn three soft rubber balls. See who can "Ring the bell" by sending the balls through the hoop with the left hand.

Produce a picture of some kind large enough for all to see and display it on a table. Distribute cards and pencils. See who can make the best copy, holding the pencil in the left hand.

Give each a copybook and a pencil. Using the left hand only, he or she is asked to write half a page in competition for a prize.

Other good games to play with the left hand are Ping Pong, Ring Toss, Quoits, Throwing the Discus (rolling a pie-plate at a mark), Potato Race, where potatoes are carried over a certain course on spoons balanced in the left hand.

THE GAME OF FOUR HUNDRED

A box of blank cards form the stock in trade of a Four Hundred Party. The carte de visite size is best for this purpose. The number of cards must be regu-

lated by the hostess in accordance with the size of the gathering.

In one corner of each card sketch in pen and ink or water color a smartly dressed man, woman, or child—a member of the “Four Hundred.” Each design should be different. There is infinite variety to choose from.

Many women will have sufficient skill to originate these designs or copy them from books. But, failing this talent, wee figures, trim and trig, can be clipped from the advertising pages of magazines and pasted upon the cards. The effect will be found quite good. Very small figures should be selected.

Now write on each card below the picture one of the decimal numbers from 10 to 100. Thus, on the first card is written 10. On the second, 20. On the third, 30. On the fourth, 40, and so on. When one set of numbers is exhausted, begin over again and continue this until every card is filled. Don't write the numbers out, but give the Arabic characters. Have each number so large, well formed, and distinct that it cannot be mistaken.

For a good-sized party five cards might be marked 10; five, 2; five, 30; five, 40, continuing in the same ratio. It is very important to have the cards carefully done, as the game of the evening is played with them.

The game, to some extent, resembles “Old Maid,”

that favorite of former days, but the object is different. Instead of each player endeavoring to get rid of a certain card, the aim of every person playing is to get into his hands a collection of cards whose numbers added up form the number 400. As soon as these cards have been got together by any player they are shown to the rest of the table and are then laid aside. Each group of 400 laid aside counts at the end one point toward success. The winner of most points receives, of course, a prize.

To go a little more into detail: The cards are shuffled exactly as a euchre deck would be, dealing one to each player and one to the pool until the players and pool have received six apiece. They are held with picture and number turned toward the person holding them, only the blank side being visible to the table.

The players sit around a large table or, lacking this, draw up their chairs, forming a circle. Each endeavors to form, by adding together the numbers on some or all of the cards he holds, the total of 400. This is continued until none of the cards in hand form the desired quotient. At this point the borrowing begins. Each person in need of a card borrows from his left-hand neighbor. He cannot choose among the cards offered, but must select one without seeing the reverse side. The borrowing goes on in regular succession, only delaying long enough to allow of comparing the numbers of the cards drawn with those held in the

hand. If any one is out of cards through successful mating he still has the privilege of drawing from his neighbor. The player who, by the ordinary succession, would draw from a player out of cards, draws instead from the pool in the center of the table.

ALPHABET GAME

Each player is to see how many words he can remember which begin with the same letter. For example, E. Eggs, estuary, edibles, exercise, etc. The test is in the time. Only two minutes are allowed for each player. A variation of this game is to take a letter—T, for instance—and in a couple of minutes to name a river, a plant, a book, a country beginning with the letter T—Thames, tulip, "Thelma," Tasmania.

THE MAROONED MESSAGE

A new and interesting variation of Telegrams is to play it with an imaginary story attached thereto. For instance, pass cards as usual and have players write on their cards the letters which are to begin the twelve words of the message as for Telegrams. Then tell a story which might be as follows: "One of the sailors shipwrecked in a boat blown from the deck of a warship during the war of 1914-1915 succeeded in making his way to a desert island. Here, thanks to a fountain pen and a bottle which drifted upon the

shores, he indited a message, which he enclosed in the bottle, and which afterward effected his release. What was the message? It began with the letters J, I, H, M, O, P, E, D, S, A, C, Y.


THE SAME IDEA IN OTHER FORMS

The same idea could be used in other forms to fall in with the character of the party, and can be made very funny. For instance, for a girl's wedding shower, a Valentine Party, or the like, the message might be one to lover from his fair lady written on the eve of his wedding. Or it might be the brief message which a fond maiden contrived to send her lover without the knowledge of a stern papa, who withheld his consent. For a scholastic frolic it might be the defiant message of a freshman to a sophomore, or the scornful one of a sophomore to a freshie. Or it might be a congratulatory telegram addressed to the graduating class.

SOME GOOD NEW GAMES WITH FANS

I

Chairs are arranged in rows facing each other with as wide a space as possible in between. The fun in keeping is a Fan Battle, not at all sanguinary and very exciting. The company draw for sides, or rather they "flock to the standard" of either the pale blue



or the pink fan, which are set up in opposition and which solicit adherents. There will, of course, be complaisant players, who will side in such a way as to make the number of each division equal.

Each player taking his seat is handed a palm-leaf fan, the handle of which is decorated with ribbon of the color he chose. Two baskets containing folded papers, respectively pink and pale blue like the fan standards, are produced, and each side takes its own. To decide who shall begin, the two leaders toss their palm-leaf fans at a certain prescribed mark and he whose missile comes nearest wins the turn. This leader now takes a folded paper from the basket belonging to his side and, using his fan as battledore, sends it to any other player he may select among the opponents, first pronouncing the person's name aloud. The person singled out must endeavor to return the paper, batting it with his fan, and this is kept up until the paper falls. The contestant (either of the two) to whom it falls nearest must then open the paper, read aloud the question, and answer it, if he can.

If he has answered correctly the paper is his, but if he has failed he loses a point. Any member of the opposition who thinks he knows the answer may try to reply to the question, but if he is wrong he loses no point. If right he wins the paper, however. If neither side can answer a question the paper is returned to the basket. The person next in line on the same

side which challenged before sends in any case a paper at random to some member of the opposition to continue the game, and this is kept up until every one of the line to whom the turn fell as challengers shall have challenged, when the opposition become challengers in their turn.

Throughout the game the choice of chance causes much of the excitement.

Neither side is acquainted with the nature of the question on the slips in either basket, and the questions are purposely very varied, including historical and scientific queries, quotations to be completed, riddles to be answered, puzzles to be solved, and even specially difficult words to spell. The hostess has in keeping a list of the correct answers by which to decide the possession of each coveted little paper. The greatest number of papers won by any player wins the game.

II

Another good game to be played with fans is a blowing race, where the guests waft tiny pyramid shapes cut from thin (stiff) paper over a highly complicated course, arched by wickets from the parlor croquet set (or home-made substitutes for these last arches). Each wicket achieved in the prescribed course means a point won and this is represented by one of the little Japanese coiffure fans with the number of the wicket painted on in gilt, which is presented to

each player as he makes his point. For the prize, cunning little candy boxes can be found in the shape of fans and can be presented filled with sugar plums.

III

Here, too, is a good surprise game on the same subject. The hostess should ask if any one present would care to examine her collection of fans odd and curious collected in all parts. There will probably be at least a few who express a desire to see this hitherto unsuspected collection. Some one is then sent for the "fans," and a large and imposing looking box or chest is accordingly produced. Meanwhile the entertainer will have distributed little tablets and pencils, explaining that she would like to have the company guess to what nationality, etc., the fans belong.

Great is the surprise when on opening the box or chest nothing resembling a fan is seen, but in place thereof a number of articles and pictures, the names of which begin or end in the syllable "fan." The following are illustrations:

A toy pigeon with spreading tail. Fantail.

A Spanish woman dancing (picture). Fandango.

A fairy (doll dressed like one). Fantasy.

A paper fan in pale buff color. Fan-tan.

A paper snake about to strike. Fang.

An historic spectre patrolling a castle wall (picture).
Phantom.

The various little exhibits are then passed from hand to hand, numbers are discovered on them, and each writes down the "fanny" term which he thinks the picture represents.

PICTURE AUCTION

To begin with, you need twenty-five blank cards. One large sheet of pasteboard, costing five cents, will make this number, if you want them of small size, and two sheets will be sufficient if the cards are to be quite large.

Number the cards from 1 to 25 inclusive, and upon each paste a picture of some salable article clipped from newspapers or advertisement cards. These articles should be as diverse in character as possible. A list distributed somewhat like the following would be about the proper thing:

A mule. A sewing machine. A hat. A piano. A pair of gloves. An umbrella. An invalid's chair. A rocking chair. A set of Dickens' works. A jardiniere of ferns. A chiffonier. A dog cart. An overcoat. A parlor lamp. A gas stove. A yacht. A mastiff. A weighing machine. A foot-ball. A silver set. A fur neck ornament. A cow. A palm in a pot. A side saddle.

The numbers are written on the side of the card which shows the picture. Now on the reverse side

write a fictitious price, supposed to be that of the article. The price should be chosen with a regard to probability. Thus, the price for a fur ornament for the neck could range from \$8 to \$100, but should not be marked 7 cents. The piano might be \$300 to \$600.

First endeavor to find a clever auctioneer. Some one is wanted who can laugh, talk, joke, and keep things moving generally. The entertainer who uses this idea might think wise to offer a prize award for the work of a clever auctioneer as well as for "game."

Now distribute among those present a box of paper money. If a box of this is not at hand and cannot be conveniently purchased, it can be made in advance from an extra sheet of cardboard. In making it at home, cut a number of large circular pieces about the size of silver dollars and mark them accordingly. Also halves, quarters, dimes, and nickels. About the same size as dimes are the \$20 gold pieces, and of those a generous supply should be "coined." Be careful to proportion the supply of money to the prices of the articles, as a thousand dollar article in stock would be of no use if the entire company could not boast of \$1000 between them. To begin with, give each player an equal amount of money.

The auctioneer takes his position on a chair or other elevation and auctions off the articles upon the cards one by one, treating them as if they were bona fide belongings and not merely representations.

Each player bids what he chooses or, rather, what he thinks the article is worth. Each thing auctioned goes to the highest bidder. The profit or loss is the difference between the money received and the price marked on the backs of the cards. When a player has purchased an article it is handed over to him without further delay.

If any player bids more for an article than he has in hand and his bid wins the article, which, as a consequence, he is unable to pay for, he must deliver up five cents to every member of the party. The article is again placed on sale. Such a bid is called "bluff." If any player is suspected of bluffing, but fails to win the article, no attention is paid to him. It is only when he succeeds that the fine is exacted.

The auctioneer or an "accountant," appointed for the purpose, takes down the sum for which each article is auctioned and keeps the statistics for future reference.

When all articles have been auctioned, profit and loss are computed. The winner of the game is the person who has made the best bargains, getting the most for his money, and who, consequently, has the greatest amount of money and goods in hand. The values of the goods purchased are counted up and to them is added the sum of money that remains to the purchaser.

HOBBIES

Nothing is better than this game to break the constraint at an evening party and put the guests at ease with one another. It makes plenty of fun and laughter, and that always produces a feeling of good-fellowship.

Each guest, as he arrives, is handed a slip of paper, folded so that what is written on it cannot be seen. On each slip is the name of the guest, with some hobby of his, or some joke or other thing relating to him, or to her, if the guest be a woman or a girl.

They are all then led into a room where a blackboard has been set up, and take seats in a semicircle facing the board. The hostess stands near the board and, beginning at one end of the semicircle, she calls each guest in turn and directs him or her to make a drawing of the subject written on the slip of paper. The drawing may be ever so crude or ludicrous, provided it gives some hint of the subject.

The players then try to guess what the subject is, and those that succeed have their tally-cards punched or marked.

The next player, in order, then goes to the board, and the other players guess as before; and so on, until all the players have made an illustration of the subject written on their several papers.

The tally-cards are then examined, and a prize is awarded to the player who made the most correct guesses.

A "PENNY WALK AND TALK"

The hostess, if she is well acquainted with her guests, pairs them off into congenial couples. Or she may leave the choice to fate and let all draw lots for partners. A good way is the familiar one of opening a book and regarding the letters at the top of the page.

To each couple so formed a copper cent is given. Hats and coats are donned and each couple sets forth upon a penny walk. To decide the direction the penny is tossed up. If heads win the couple turns to the right; if tails, they turn to the left. After tossing, the couple walks two blocks in the direction indicated, then turn another two blocks, still to the right or left as before, and again another turn with two blocks until home is reached.

There will naturally be many amusing encounters of the various couples to promote fun and conversation. When the house is finally reached, each couple must toss its penny to see which shall retain it as a souvenir.

Sometimes this is developed into a nickel or a dime walk. The only difference is that each couple is told to spend the coin received in soda water or ice-cream ere they return.

LIVING STATUARY

The performers must all be draped in white. Sheets may be used, and white caps, to which cotton wicking is sewed for hair, must cover their heads. White gloves should be worn, and the face should be whitened with chalk or powder.

Tables and chairs covered with white cotton may be used for pedestals, and the statuary grouped against a background of dark color, for which a curtain would serve. The room should be rather dark, and the light, from reflectors, thrown on the groups. If a piece of blue glass be held before the light, the effect of marble will be given to the statues.

Groups of single statues may be represented. Those who pose should remain perfectly motionless, but the main thing is to have all the "properties" in the tableau covered with white.

GAMES WITH PEN AND INK

Give each player a slip of paper on which to make a blot, folding it over once. The result is what has humorously been christened a Blottentot. Various good names are playable with blottentots, and various contests can be founded on blot pictures. Players having first made the pictures can be required to think up good comic names or descriptions for them. Or

144 The Mary Dawson Game Book

the object might be to write an original rhyme about the figure one has just produced. Again, the Life History of a Blottentot or the Biography of a Blottentot would be funny.

TIMELY BLOTTENTOTS

For special dates make your Blottentot Contest timely. For a Washington's Birthday occasion let all make pictures of George or Martha. For Halloween the object may be to produce a witch, a bat, owl, or a skeleton. For July Fourth, Uncle Sam or the American Eagle might be attempted, for Thanksgiving a Pilgrim Father or Priscilla.

HOW THE ARTISTS PLAY IT

In the studios of Paris the artists play the Blottentot game, using colors instead of ink. Several remnants of oil color are squeezed together and often the result is a gorgeous butterfly, the object being to create a wondrous moth, insect, or orchid.

WORD BUILDING

The leader thinks of a word and tells the players with what letter it begins. The second player then thinks of a word beginning with the letter named and gives the first two letters of his word. The third



player thinks of a word beginning with the two letters thus named and adds a letter, giving three letters of his word.

It goes on in this way, each player adding a letter, the object being to make a word of as many letters as possible, and thus avoid completing a word. For if any player completes a word, or fails to think of a word beginning with the letters already named, to which he can add a letter without completing a word, he "loses a life," and when one has lost three "lives" he drops out of the game.

For example, suppose the leader thinks of the word "house" and says to the players that his word begins with "h." The second player thinks of "happy," and adds "a"; the third player thinks of "harness" and adds "r," and the fourth player might think of "harpy," but if he adds the "y" he would complete a word and thus lose a "life." This he must avoid, if possible, so he thinks of "Harlem," and adds "l." As "harl" is a somewhat unusual beginning for a word, the fifth player might not readily think of such a one and he would thus lose a "life." When a player loses a "life" the play begins over again, a new word being thought of by the leader.

Any player who loses a "life" may insist on hearing the word thought of by the player who preceded him, so that he may be satisfied that no letter was added without a word being thought of.

"LOOKING-GLASS LAND" IN STUNTS

Seat the players, one at a time, before a mirror which is hung on the wall. On the table before which they sit have pencils and paper. Call on each to

Write a phrase:

Write his own name;

Draw an envelope in outline, or

Draw a five-pointed star.

Any of these stunts is to be performed while the artist looks steadily in the mirror.

GAMES WITH PAPER BAGS

Some interesting games devised to be played with ordinary paper bags are worth describing in the interest of church societies and others giving very inexpensive socials.

BAG MASKS

The women of the party are withdrawn into a room adjoining the parlor. The folding doors are rolled back in order that both divisions may enjoy the fun, while a big screen obscures one sex from the view of the other. The gentlemen receive cards and pencils, after which one by one there are led in before them spectres made by enveloping some girl in a sheet and covering her head with a paper bag in which eyes, nose, and mouth are cut as in a mask. The men have



the privilege of putting to each spectre three questions which the spirit interrogated must answer, disguising the voice as much as possible to avoid detection. After having their questions answered the men write down the real name of the fair spectre as they suppose this to be.

Twelve girls are brought out and interrogated, after which twelve men are similarly guised and subjected to an inquisition, while the girls sit as audience and guess.

Afterward the guessers' cards are turned over to an examination committee in order to discover whether the highest percentage of correct answers can be claimed by the men or the girls. Members of the sex whose guessing proves most accurate draw for the prize. This takes the form of a game called Bag-a-telle.

BAG WAR

Another new and jolly game is The War of the Bags. The rules are those of Rose War, and the game is played in the same way, with two divisions drawn up facing each other. Instead of paper flowers, however, the missiles are paper bags in two different colors, inflated and tied, forming little balloons. The players are armed with palm-leaf fans both to send and to repel the bouncing bags. Members of the winning side draw lots for an inexpensive traveling bag. (If desired the men and women of the party

could oppose each other in the contest.) A bellows is handy for inflating the bags.

Each gentleman receives a paper bag and each lady a picture (clipped from an advertisement) of something that might appropriately be carried in a paper bag. On the man's bag is written the name of the article that his bag should contain. For instance, if a man read on his bag a phrase like the following: "This bag is to be filled with peaches," he searches for the lady having a picture of that fruit. If a bag is marked to contain chocolate candy he looks for the member of the fair sex having a picture of these bonbons culled from advertisements, and so on. When the correct picture is deposited in the bag that calls for it the two persons involved are partners.

BAGGAGE

The first game of the evening's program is a jolly one called, for the occasion, Baggage. To play it a cord having pinned to it a dozen bags of varying dimensions is stretched across the room. On each bag is written (large) a letter of the alphabet. These letters are used at random (that is, they are not employed in the same sequence as the size of the bags). Cards and pencils are then passed and each pair of partners is required to guess which bag will fit into another, proceeding until one large bag has swallowed up the entire line. It will prove no easy

matter to guess by the eye alone (for close comparison is not allowed), and when, all having made an attempt, the bags are taken down and fitted into one another surprises are in store for the greater part of the guessers. A laundry bag presented in a paper bag might be the first prize and a set of paper cookery bags the second.

PEANUT BAG

For the second frolic everybody present is given a paper rosette, to be attached to the front of coat or gown. All of the rosettes are either red or blue and the number of each color is as nearly equal as possible. Partners wear rosettes of the same color. Two huge paper bags open at the top are hung up at opposite ends of the room. To one is attached a blue rosette, to the other a red one. It is then announced that a peanut search on a new plan is in order. Instead of searching for himself, each player here searches for his division. All peanuts found are dropped into the bag representing the division of the players finding them. At the end of half an hour the contents of the bag are counted and all those wearing the color of the bag that contained most draw for the prize. The partner of the player drawing the lucky number receives a souvenir. The prize is a popular novel presented in a paper bag and the "souvenir" a paper bag filled with candy.

A, B, C RACE


Six ladies receive old-fashioned school slates and six men are given slate pencils, partners being chosen beforehand. When a signal is given, the men, who stand ranged at one end of the room, rush to their partners at the opposite end and each endeavors to write the alphabet on the slate held out to him ere anyone else shall accomplish the feat. Another six then contest, and so on until all have tried. Those winning the races receive prizes.

SNAP SNAP

Two players, generally a man and woman, are chosen and stand in the center of the room, each holding one end of a handkerchief. A man then chooses a woman to catch him. Around and around the couple holding the handkerchief they go until the man is caught. He must then take the place of the woman holding the handkerchief, and the one that caught him must choose a partner to catch her. When this has been done she takes her place at the other end of the handkerchief, the one that caught her choosing some one else, and so on.

SECTION PICTURE

You need not be an artist to play this game, and its advantage over some sports is that any number may



play it, or it may be used by an individual to while away a lonely or convalescent period.

Have as many slips of paper and pencils as there are players, and fold all the papers evenly into three parts, so that the two folds or creases extend across the slips. Press down the folds so that they are distinctly marked, and then open the papers out flat and distribute them.

Each player is then told that in the top section, or third, of the paper he must draw the head of an animal, a bird, a fish, or a person, allowing the lines of the neck to extend slightly below the first crease into the second section. The more crudely drawn or grotesque the head, the more ludicrous will be the result, and each player throughout the game must be careful that no one else sees what he draws.

When a certain time has been allowed for this head drawing, that section of each paper is folded backward so that the head is hidden, and only the connecting lines of the neck are seen at the top of the second section. The papers are all then passed to the players on the left, who are asked to draw a body in the second section, connecting it with the lines of the neck and growing into the beginning of legs, to extend just over the second fold into the third section of the paper. The body must be drawn regardless of the head on the same paper, and it may be, according to the fancy of the artist, either fowl, fish, or flesh.

Again, at the expiration of a certain period, this sec-

tion is folded backward and the papers are passed to the left. Legs are then drawn in the third section, the "artists" connecting them with the lines that extend down into that section.

When this has been done the papers are all opened and exhibited, and a more curious collection of "creations" you will never have seen. It may be that the head of a bird surmounts the body of a man, with the legs of a four-footed "critter."

SHADOW GUESSING

The entertainer should have the sheet already in place if possible, and as many slips of paper written out as there will be guests. On each slip is written the title of a subject which the player will be called on to illustrate behind the curtain. While one picture is being exhibited for the "audience" to guess, the hostess might collect the paraphernalia of little odds and ends around the house necessary to carry out the next object. Thus, if the subject were Fishing, an old hat, a cane with twine tied to it, a chair covered with a rug to simulate rocks, and so on.

On each slip (players draw for the slips) is a number which shows the sequence in which guests will go behind the scenes to act the words which fall to them.

The player who guesses most words could receive a prize, but the enjoyment of the game will be enough of itself for an impromptu party if prizes are not given.



PHONOGRAPHIC SHADOWGRAPHS

If you have a phonograph a splendid evening's entertainment can be arranged, whether the record be song, monologue, or other feature, by acting out each selection in shadow pictures on a suspended sheet or curtain. The effect is very realistic and funny, especially if there is time to try out the lights, etc., and to rehearse once in advance. When given impromptu the affair will be just for fun. For a special entertainment for your Sunday school or club the idea would be capital if advance rehearsals could be held.

INEXPENSIVE QUOITS

Here is a cheap substitute for a set of quoits which will afford just as much fun as the store-bought game. Get three-quarter-inch rope, cut to form rings, and splice the ends together. They can be ringed over the points of a chair back or over a hook screwed up on wall or door if a slight defacement caused by the screw is not objected to. A clothes-hook is best.

CRISS-CROSS QUESTIONS

Place two rows of chairs to face each other a few feet apart. The girls occupy one row, the boys the other. Have one of the boys whisper a question to each boy, while one of the girls whispers answers instead of questions to her row. As each boy in turn

asks a question the girl seated opposite rises and gives her answer. Repeat question and answer three times, and if any laugh or smile impose a forfeit.

VICE VERSA GAMES

The idea of these games is that the men are appointed to do feminine tasks, while the women do manly occupations, with a prize for the best work in each stunt or, if preferred, in all the stunts for each sex. Some good games are:

MEN

Darn holes in socks.
Write recipes. —
Dress dolls.
Crochet. —
Hem aprons.
Sing lullabies. —
Wind skeins of yarn.
Trim bonnets. —
Make bonnets of crepe paper.
Sew on buttons.
Thread needles.
Cut out patterns.
Describe gowns.
Tell all about the styles at present.
Roll hoops. (For young boys.)
Design flowers for embroidery.
Make paper flowers.
String beads.

WOMEN

Write about the stock market.
Explain baseball.
Define football terms.
Tie men's cravats.
Roll umbrellas.
Sharpen pencils.
Throw balls at a target.
Add columns of figures.
Shoot with air rifle.
Whistle.
Roll cigarettes.
Wrap up bundles.
Write advertisements.
Bound countries or draw maps.
Translate Latin or Greek.
Tell the derivations of scientific terms.

THE GAMES IN DETAIL

A whole evening's programme can be built upon these games and called a Vice Versa Party.

HOW I MAKE MY FAMOUS ANGEL CAKE,
BY MR. TUCKER

The name given is, of course, that of the player who is to fill in the card. Allow fifteen minutes in which the men may write their recipes for angel cake (or you can make it cherry pie or plum pudding, or any other good thing that is complicated enough). While the masculine contingent is thus occupied let the girls fill out cards on which is written:

WHAT I KNOW OF THE POLITICAL SITUATION,
BY MISS BENTHAM

Warn the competitors that all manuscripts must be completed within a quarter of an hour, and at the expiration of that time ring a bell as a signal for discontinuing the work. Then read all the cards aloud. The girls will have the joke upon the men for a short time, after which it will be the men's turn for hilarity.

The men's prize award may be a cake of the angel variety, and the girls' a similar dainty with a card reading "Full of political plums," in allusion to the sub-

ject of her essay, or any other nonsense which the idea inspires to the hostess.

In another game let the gentlemen embroider doilies, these and the cottons, etc., for decorating them being provided by the entertainer. In fact, the competitor here may be required to first design and then embroider the decoration, floral or otherwise, for his doilie.

While the men are so engaged, give to the girls a number of umbrellas and see which one can roll hers up most neatly. Give a doll's umbrella as a prize, which may have a stickpin or something equally tiny tucked away in it if real gifts are desired. The gentleman who embroiders best may receive an embroidered tobacco pouch.

When these prizes have been awarded, give each girl a pencil to sharpen and each gentleman a sock with a big hole in the toe which he will be called upon to darn.

During another twenty minutes the men may trim cheap hats for the girls; hats and millinery flowers being obtainable at any 10-cent store, or discarded frames and odd bits of ribbon, feathers, etc., may be utilized. The girls can act as judges of the headgear. While the men are thus engaged the girls can show how expert they are in tying cravats—either around their own fair necks or on a dummy figure, and, of course, it will be the men, in solemn conclave assembled, who award the prize in this contest.



A CARPENTRY CONTEST

Then there are the carpentry contests, which never fail to stir up a lot of fun. For instance, the merry one where each girl has given her a strip of board, a hammer and a dozen nails, and a time is appointed during which she must hammer all of the nails into the board. While the girls are thus furnishing amusement for the opposite sex, or, if preferred, just after the girls have finished their stunts, let the men sew on buttons.

While the girls take the measurements of the room with foot rules—a prize being in store for the one whose measurements prove most exact—the men can employ their time by threading needles.

GAMES FOR THE BOOKISH AND MUSICAL

SOURCES OF TITLES

A contest founded on the sources from which authors get their titles makes a quietly amusing contest. Cards and pencils are passed. On the cards the following directions precede the body of the game:

Please name, in competition for a prize, a book title drawn from each of the sources given below, or otherwise answering the query propounded:

1. From Holy Writ.
2. From Shakespeare.
3. From Omar Khayyam.
4. Name of hero.

158 The Mary Dawson Game Book

5. Name of heroine.
6. A question title.
7. Name of place or residence.
8. A floral title.
9. A morality.
10. Financial.
11. Embracing some animal.
12. Embracing a child or children.

It is not that the questions themselves are particularly difficult, but that working up the answers leads to an interesting discussion on the sources of book titles (the preference of certain authors for Biblical or Shakespearean phrases, while others rich in invention for the books themselves lack any originality in the matter of title) and so help to pass an hour most entertainingly. The prize which naturally suggests itself is a copy of a popular book.

Examples of the titles involved in the puzzles may be necessary to illustrate the idea. Here are a handful: Biblical, "Red Pottage" and "Bread Upon the Waters"; Shakespearean, "Sweet Bells Out of Tune" and "From Whose Bourne"; Omar Khayyam, "The Potter and the Clay," "The Master Knot"; name of hero, of heroine, "Phineas Finn," "Ramona"; question title, "Can You Forgive Her?" or "What Will He Do With It?"; place of residence, "Cranford" or "Framley Parsonage"; floral, "A Rose of a Hundred Leaves"; morality, "Pride and Prejudice"; financial,

"Very Hard Cash"; relating to some animal pet, "Rab and His Friends"; a title embracing children or a child, "The Duke's Children."

ILLUSTRATED BOOK TITLES

Distribute among the company squares or, rather, oblongs of pasteboard about six by eight inches in size, decorated with a ribbon bow and loops to which a pencil is strung. Twenty minutes is allowed in which each is required to illustrate the title of a well-known book. At the expiration of the time set, the pictures are collected by the entertainer, who distributes in their places little cards having written down the left-hand margin the same list of numbers which is found on the larger cards. The picture cards are then passed and each player is invited to divine what books are represented, with a prize in view.

The smaller cards are then collected by the entertainer, who reads aloud each number in turn. As it is read the person who drew the pictures so numbered announces what title she intended to represent in her drawing.

Prizes in the form of recent novels are awarded for the best set of guesses and for the cleverest drawing.

GUESSING THE TUNE

Each player is requested to close his eyes for a moment, and a card, with the name of some familiar

160 The Mary Dawson Game Book

tune written on it, is pinned to his back. The object is to see who will be the first to guess the melody he bears and for the first three correct guesses prizes are awarded.

The only guide that the player possesses as to his own tune is the fact that others hum it as he approaches.

The hostess keeps a tablet on which each player is invited to register his name and that of the composition in question, as soon as he has discovered it. Each guess is numbered as it is written down, but whether or not he has been successful is not divulged to any player until all have registered their guesses, as this would destroy the excitement of the game for the rest.

Any player is allowed to change his vote if he feels he has made a mistake, in which case the second guess is registered in a later place and the first one erased. The first guess, even if the correct one, no longer counts as an answer.

QUERIES

This little game may be made instructive or it may be played merely as a funmaker.

Each player is furnished with a pencil and a sheet of paper, and is asked to write at the top of the sheet a question of some kind—it may be on a historical or some other serious subject, or may be simply nonsensical. At the bottom of the sheet he is to write the

answer and then turn up a fold of the paper so that it may not be seen.

The different papers are then passed, each to the player at the left of the writer, who writes his or her answer to the question, folding up the paper so as to hide the answer, just as was done by the first writer.

The papers are thus passed to the left until each player has written an answer on all of them, and they are then collected and read aloud, the question first and then all the answers in order.

If the game begins with the understanding that all the questions must be historical, all the players must conform to the rule in answering; but if it is "just for fun," any nonsensical answer may be written, only the query must be kept in view and the answer must relate to it.

GAMES FOUNDED ON DICKENS' WORKS

A splendid game discovered by members of a literary club was a Dickens progressive puzzle, arranged at six tables, each table prepared for four persons. The game was a combination of rebus and picture puzzle. In the center of each table, surrounded by a chalk circle, were arranged a number of small objects or pictures, which, when correctly guessed, gave the names of various characters from Dickens' works.

The objects were, as a usual thing, not grouped, and

162 The Mary Dawson Game Book

the idea was for each player, by arranging them for himself, to guess the hidden names and "make a note on." Cards with pencils attached, and divided off into numbered sections for the tables, were distributed for writing out one's answers. Any player was supposed to move the objects around and to examine them fully, but not to remove them from within the chalk circle.

Players were assigned to their first seats. After this the bell rang every fifteen minutes as a signal for each couple to move up one table, one couple going, however, to the right and one to the left in order to avoid the monotony of having the same couples play together in each round. The same couple progressed, however, always to the right or to the left, thus avoiding for themselves a repetition of the same puzzle.

At the end of the round the guessing cards were collected and examined by the entertainer, who averaged them and awarded the prizes—a copy of one of Dickens' stories and a little statuette of the novelist in plaster for the desk or bookcase.

The puzzle groups at each table were:

FIRST TABLE

A wooden peg and the letters O and T cut from cardboard. Peggotty.

A nickel and the letter B on an anagram chip. Nickelby.

A spool of silk twist or a loaf of French twist bread.
Twist.

A death notice and any kind of a lock. Deadlock.
Picture of a rider and a child's hood. Riderhood.
A nut pick and a lamp wick. Pickwick.

SECOND TABLE

A copper coin and a picture of a field. Copperfield.
Picture of an aëroplane in motion. Flight.

A glass of jelly and a bee cut from a honey advertisement. Jellyby.

A bag and the stock reports clipped from any paper.
Bagstock.

Picture or advertisement of a farm with the letter R. Granger. (Or a brass candlestick or furniture knob. Brass.)

Two tin toy horns. Toots.

THIRD TABLE

A dress yoke of soft material. Guimpe (Gamp).

A bean pod and a ginger snap. Podsnap.

Head of a doll or a head cut from a picture and a small stone. Headstone.

A toy lamb and the letter L. Lammle.

A mulberry or a sprig from a mulberry tree or some white mull and any berry and a hawk. Mulberry Hawk.

164 The Mary Dawson Game Book

A little dish of cracker crumbs with two L's clipped from newspaper headlines. Crummles.

FOURTH TABLE

Sketch of a donkey or mule vocalizing. Bray.

A rudder and IV written in Roman notion. Steerforth.

A wooden horse represented at a trot and a stick or block of wood. Trotwood.

Coffee mill and pictures of a manufactory of any kind. Mills.

An arrow and the letter L. Dartle.

A lamp wick and a picture of a field. Wickfield.

FIFTH TABLE

A cuttlebone, as for birds, or, if easier to secure, a large letter L cut in half. Cuttle.

Toy car and a picture of a mongrel dog. Carker.

Picture or sketch of an ancient bard with harp and the letter L. Bardell.

A little pile of pins or spools on a saucer. Heep.

Picture or sketch of a wren. Wren.

Weathercock pointing west and a lock. Westlock.

SIXTH TABLE

Picture of a bee on something fuzzy. Buzfuz.

A skimmer and a picture of Kosciusko or other celebrated Pole. Skimpole.

The three Summer months cut from a calendar and a picture or drawing of the sun. Summerson.

A cluster of sleighbells. Jingle.

Two kitchen pots of doll house size, or small flower pots. Potts.

A small swivel and the letter R. Swiveller.

The list is quoted here by way of suggestion only. It can be modified to any extent to fit objects and pictures more nearly at hand and can be extended over more tables, including greater numbers of names, if so desired.

FAVORITE CHARACTERS

All sit in a circle while the entertainer calls upon each in turn to name his favorite character in Dickens and, as briefly as consistent with clearness, state his or her reasons for thinking so. Prizes in the form of a set of pretty book marks with "Charles Dickens" on them in gilt are distributed to those who are thought to have talked most convincingly, or to have afforded the best entertainment by their views.

A PROGRESSIVE CARD GAME

There are five tables with a different game at each.

The trimmings of the room may be made very unique. Cut from tissue paper in the appropriate colors a quantity of large hearts, diamonds, spades, and

166 The Mary Dawson Game Book

clubs. String these on cord or ribbon and suspend them like festoons above the heads of the company. The festoons of each suit could issue like graceful radii from one corner of the room to meet and mingle at the center of the room, where they may be looped up prettily to the chandelier.

If possible, have four little boys dressed like the jacks of the different suits to distribute among the guests the tallies, which are, of course, shaped like hearts, diamonds, etc.

I

At the first table players find a large basket filled with cards cut in pieces. A worn-out euchre deck should be saved for this purpose. The pieces are well jumbled, and the fun consists in seeing which two players can put together the greatest number of cards correctly before the bell sounds. These two players receive stars and progress.

Before the next two succeed them all fragments should be tossed up in the basket. The next round can then be played by newcomers without those who remain having undue advantage.

II

At the second table players find awaiting them a set of home-made puzzle cards each of which when correctly guessed will give a card term. The terms are

represented by means of advertising pictures cut out and grouped on the cards. Examples:

1. Picture of a ready-made tailor suit. (Suit.) .
2. Picture of a prestidigitator's outfit. (Tricks.)
3. Poke bonnet with the letter R on it. (Poker.)
4. Picture of a man or woman with warning finger held to lips. (Whist.)

Have twelve such cards, which are to be passed with pencils and paper. When the signal bell rings players deliver their cards to the entertainer, who corrects the answers without, however, revealing the solutions. The two having highest scores progress, the remaining two contesting again.

III

At the third table an exciting game of card houses is played. Have a pack containing forty cards, dealing ten to each player. When the bell rings all four players begin building card houses. Each player must adjust a card at the same time. The two players whose houses remain standing longest are winners of the trick. Three tricks are played in each round and the two players having best scores progress.

IV

For the remainder of the program, which is not played at tables, arrange the exciting game of Card Race. Two players compete at once, as in Clothes-

pin Race. Each player receives a card deck, and when the signal is given he begins to arrange the cards lengthwise so as to form a straight row. The player first to so dispose of all his or her cards is winner in the round. Two more players then compete, and this continues until all have had their innings. All those who win draw among themselves for the prize.

V

Another race on a different order is played this way: Two chairs are arranged at one end of the room, two or more yards apart. At the opposite end two similar chairs are placed. Six cards are placed on each chair at one end of the room, the opposite chair being left bare. A gentleman and a lady race together, the object being to remove the cards, one by one, to the empty chair, then back to their original position. Each tries to do this more rapidly than one's opponent, and thus to win the round. All those winning rounds may draw lots for the prize.

VI

Again, draw on the bare boards of the floor a large target-shaped figure consisting of three circles, one within another. The inner circle counts 15, second one 10, and the third 5. A disused pack of cards is produced, and each player is given five cards with

which to score for himself. A base is arranged on which all must stand to cast their cards. There is a knack in pitching these which is easily acquired. The player winning highest score carries off the honors and rewards of the game.

GENEALOGY AS FUN

The fun devised for one porch party in the mountains was a genealogical sociable, and it was very much enjoyed, the amusement consisting of just such quiet yet original contests as are most delightful during one's vacation.

Every one present was presented with a little pad and a sharpened pencil, and on the pads all were asked to write down the following puzzle to be worked out during the next half-hour.

In what relationship to yourself do the following persons stand:

1. Your father's uncle's brother's wife? (She is your great-aunt.)
2. Your aunt's mother's father's wife? (Your great-grandmother.)
3. Your mother's nephew's daughter's son? (Third cousin.)
4. Your brother's son's sister's mother? (Sister-in-law.)
5. Your sister's-in-law father's-in-law grandson? (Nephew.)

6. Your sister's father's stepson's mother? (Step-mother.)

7. Your uncle's father's only grand-daughter? (Yourself.)

8. Your brother's-in-law wife's grand-mother's husband? (Grandfather.)

9. Your father's father's daughter's daughter? (First cousin.)

10. The grand-daughter of the only son of your mother's mother-in-law? (Niece.)

The prize in this game was a prettily bound "Family Record," with appropriately marked pages for all sorts of data of interest to the family circle.

The second number on the program was the reading aloud of a short story from M. C. Bunner's tales called, I believe, "Mr. Weeks' Aunt." The entertainer then explained that through a curious blunder on the author's part in point of genealogy Mr. Week's Aunt was, in reality, not his aunt at all, and we were all asked to work out the correct relationship. It was most puzzling and diverting, and the person first to get the correct answer received a copy of Bunner's "Short Sixes."

Next there were passed lists of names of famous persons, the same in every case, and players were asked to say which came first in point of chronology.

The celebrities were:

Abraham, Rameses the Great, Cyrus, Alexander the

Great, Cicero, Plato, Socrates, Solomon, Columbus, Dickens, Petrarch, Shakespeare, Milton, Washington, Judas, Anne Bolyn, Zachary Taylor, Charlemagne, Catherine de Medici, Ptolemy Philadelphus, Cyrus the Great, Margaret of Anjou, Keats, John Quincy Adams.

The prize in this game was a biographical dictionary of handy size. The booby was a little home-made booklet filled with tiny pictures of great men and women clipped from the magazines and pasted in.

The last feature of the program was where a basket containing leaves made of green paper was passed around and all were invited to form their family tree. It was discovered that the leaves had written on them syllables from the names of the players, and that by grouping two or three leaves together the entire name was obtained. Each name was repeated a number of times and each time that a player was able to complete his he retained it, that is, the leaves which represented his cognomen, and won a point toward the prize.

WRITING A STORY

Then a story writing contest. For this give each player inexpensive blank books of the sort which can be brought for a couple of cents. The mistress of ceremonies then names a certain number of words and familiar phrases which are to be written one below the

other in each book. When all have written them each player has half an hour in which to compose a story embodying the words and phrases given. The different narratives are then read aloud and a prize awarded for the one considered best by the entertainer. Or a general vote can be taken to decide which is cleverest, every author voting for some composition not his own. A new novel would make a good prize.

ROMAN NOTATION

Dictate numbers in Arabic numerals (1, 2, 3, etc.) to be written out in Roman notation (I, II, III, IV, etc.). See who can best write out dates in the latter much more difficult form. The current year is a good test to begin with.

Simple examples to be done in Roman notation could be introduced to tax the wits. These sums could be dictated in each of the four rules, but must be simple.

BOOK TITLE CHARADES

While the old-fashioned country house pastime of charades is just as good today as it was when our grandmothers were girls taking part in it, several new variations have been discovered which make the fun more modern in form, if not more interesting as a whole.

One of these which never fails of success in a company of intelligent people is Acted Book Titles. It

can be played by people of any age old enough to read books.

No advance preparation is required, no prizes, and no costumes, although trifling stage properties add to the laughter and help now and then to convey an idea.

The company is divided off into two bands, consisting, if possible, of exactly equal numbers. Each band alternately presents a book title, which the opposite party is called on to guess.

When the divisions have been agreed upon and each player knows to what troop he or she belongs, let the divisions gather in different rooms to discuss titles and to decide upon stage business.

The folding doors between two rooms will afford a species of drop curtain to mark the different acts, and if any such are available it is well to arrange the hypothetical stage just behind them.

The suggestions which follow will help to show the histrionic possibilities of book titles to those who are unfamiliar with this diverting parlor play.

WHEN KNIGHTHOOD WAS IN FLOWER

A royal personage of either sex, with flowing robes made of shawls and a pasteboard crown, is seen seated upon a (bench) throne. Against his chair leans a pasteboard sword.

Enter a young man, who bows before the throne. The sovereign lifts the sword and bestows the accolade

with appropriate speech. Curtain. The newly created knight is seen astride of a hobby horse. A fair maiden in the act of fastening a favor, such as a glove or handkerchief, in his cap. Curtain. Young woman in modern dress, with parasol and watering pot, is seen watering tissue-paper flowers arranged upright in the carpet. She could sing some flower song.

THE HOUSE OF MIRTH

The scene opens with the pater familias seated reading a newspaper, over which he laughs heartily. Enter mater familias also laughing.

She takes a chair beside her husband. One by one different members of the family enter, laughing or tittering. The curtain falls upon a row of persons all indulging in outbursts of mirth.

THE JUNGLE

Enter hunter who walks as if forcing his way through heavy underbrush. Across one shoulder he carries a pasteboard gun. From the flies issue, one at a time, noises proceeding from the various creatures of the jungle, ranging from a hiss to a growl and a roar. The hunter takes aim at these pitiless enemies.

In the end, discovering that his supply of ammunition is exhausted, he drops his weapon and flies from the stage pursued by a terrific chorus of denizens of the jungle.

THE COMPLETE ANGLER

Enter one of the men players who seats himself on what he describes as a bank beside a stream. He enlarges upon the number of fish to be had there and their great size, lamenting his lack of paraphernalia.

Enter, one at a time, various actors, who present him with different articles pertaining to a fisherman's outfit.

One brings a line, another a rod, a third a tin marked "Bait," a fourth a basket for the fish, and so on until all his wants are supplied, when if the guests are well up in their English classics Isaac Walton stands revealed.

THE OLD CURIOSITY SHOP

The antique dealer is seen when the curtain rises arranging his valuable curiosities, which he handles with loving care, describing each in soliloquy.

One by one the visitors enter, each requesting a different kind of antique or curiosity. The dialogue should be planned to afford the guessers a clue.

LITTLE WOMEN

The scene opens with a bill-poster tacking up a placard which reads "Wanted, Woman 7 feet or over to act as giantess in traveling circus. None under 7 feet need apply."

176 The Mary Dawson Game Book

Applicants arrive in single file. The manager of the circus shakes his head over each applicant, but one insisting, he produces a tape measure and takes her height.

None of the girls fill the requirements, and all are reluctantly dismissed.

HISTORICAL CHARADES

Another good version of charades is based on history. Well-known historical scenes or historical legends are substituted for book titles and are illustrated in much the same way.

A good subject which I have seen most amusingly presented is Washington Crossing the Delaware.

Washington and his soldiers wear Continental hats made of folded newspapers and carry canes for weapons.

They converse together in whispers, straining their eyes toward the hypothetical enemy on the equally imaginary shore opposite. Finally, boarding a bench which represents a boat, they row vigorously across the stream, pausing from time to time to push aside the ice floes.

On the other side a battle ensues in which many soldiers are slain.

This charade, although well acted, received many and most laughable interpretations ere the true one was hit upon.

Despite the Continental hats of the soldiers, some of the audience thought it to be Columbus discovering America.

Others were convinced that Cæsar Invading Britain was intended, while several guessers wrote it down as the Embarkation of the First Crusade.

THE LIGHT THAT FAILED

Enter several persons exclaiming over the fact that the city gas main has been disabled and that the city will be in total darkness save for candles, the supply of which is already almost exhausted.

Some member of the group discovers an end of a tallow candle at one side of the stage, and over this there is great rejoicing.

The charade ends in a sudden failing of the lights in the room, whereby the audience is left for a few seconds in darkness.

MUCH ADO ABOUT NOTHING

A package of peculiar size and shape is discovered by one of the actors, who is thrown into a paroxysm of excitement at the sight of the bundle.

His shouts and cries bring other players hurriedly upon the scene, who at the sight of the bundle are even more discomposed than the first comer.

Enter a final player who contemptuously brushes the

others aside and picks up and opens the package, revealing a potato-masher, a saucepan, or other entirely commonplace object.

BALBOA DISCOVERING THE PACIFIC

This was also amusingly misconstrued. By some it was thought to be St. Patrick banishing the snakes from Ireland.

Others recognized in it the fortunes of Alexander Selkirk, the prototype of Robinson Crusoe, despite the fact that abundant allusions were furnished in the dialogue to direct the guessers into proper channels.

POCAHONTAS

Saving the life of Captain John Smith is a good subject for representation.

The arrival of the Pilgrims in New England is another. For younger players, Raleigh spreading his cloak before Queen Elizabeth, Washington cutting down the cherry tree, or Penn's Treaty with the Indians.

Music lovers can substitute the names of musical compositions, vocal or instrumental, for the book titles.

Songs especially make excellent puzzles, and by choosing popular songs which every one knows at least by name the entertainment can be arranged in any company.

Thus, In Old Madrid is variously suggested by a spirited imitation of a bull-fight, the animal being imaginary, and by a dark-eyed girl who wears a lace mantilla and flirts a fan in a coquettish fashion.

DAISY BELL

This is suggested by a young woman counting off her fate upon the petals of a paper daisy. She is summoned from the scene by a bell.

O Promise Me. In this tableau one of the men kneeling before one of the girls beseeches some sentimental boon in a ridiculously extravagant pantomime.

In the way of instrumental music the celebrated Song Without Words will serve to illustrate.

One way of representing it is to have a long line of players each with a sheet of music from which they melodiously "tum ti, tum tum," keeping time to some tune, but uttering no words whatever.

A LITERARY PROGRESSIVE GAME

Any one fond of books and reading would enjoy a progressive literature party, arranged progressively like whist or euchre.

Get up a simple literary contest for each of the tables, which may be five, six, or even seven in number.

Let us say that at the first table guests are called upon to name the authors of twelve standard novels.

180 The Mary Dawson Game Book

At the second have them guess the heroes and heroines of the foregoing stories, or of a new list of books.

At the third give them misquoted quotations to correct. At the fourth prepare a list of noms de plume opposite which the real name of the author must be written.

Halves of the titles of twelve famous poems might be provided at the fifth, and these the contestants are required to complete.

For the sixth have portraits of authors or heroes and heroines without names, and let the young people guess these.

Such a contest requires quite a little work on the part of the host or hostess, but it is worth the trouble.

One question card is all that is really required at each table, although, if you have time for it, four would be preferable.

Then there must be a carefully written answer card, which is held by the inspector, for each table.

The inspector reads the answer papers prepared by the different players and compares them with the answer card. The real answers are not revealed, as they must be puzzled over once more by the two who do not progress.

The two players whose answers are most correct proceed to the next table. If there should be a tie



between three, the progression is drawn for by the three concerned.

If there is a typewriting machine in the house, it is better to have the question and answer cards written in this way. Copies are easily made by using carbon paper.

Again, those who have amateur printing presses can reduce the advance work by printing the questions.

GAMES FOR MUSIC LOVERS

Many good games are possible to the hostess who can secure a set of pictures or musical composers. As these are all obtainable in the penny prints when not discovered in advertisement pictures and back numbers of magazines, the cost of a game of the kind is very slight.

For one contest the names can be clipped from the portraits and numbers substituted. Guests are given pencils and paper and are asked to name the musicians represented.

The pictures can be tacked up on the wall with pins after the fashion of an art gallery, instead of passing from hand to hand, if preferred.

A biography of Wagner or some other composer to whom the company has a special devotion can be the prize in this round.

Again, the twelve portraits can be clipped into three or four pieces each. Have the pieces as different in

shape as possible by cutting in a different line each time, as straight across, from corner to corner in a slanting direction, zigzag, etc. Mix all the fragments in a basket, place this in the middle of a table around which players sit, and see who can in the shortest time form a complete likeness.

Or the game may continue until all pieces have been arranged into likenesses, the prize going, of course, to the player with most complete portraits to his credit.

Remove the names from the pictures as in the first game, pass around paper and pencils, give each player a picture of a master, and ask for a short biography of the subject of the likeness. The biography should give the full name, tell where the subject was born, enumerate his most important works, and so on. All those who furnish a correct biography are eligible to draw for the prize.

A simpler version of this game is one where the names are left on the pictures, players being required only to write the biographical sketch of the composer drawn, without being obliged to recognize his identity in the first place.

A merry guessing game requires only slips with the names of masters written on them. One slip or card having a name on it is attached to the back of each player, who must guess from the remarks addressed to him the name of the composer he represents. All refer to the player as if he were the musician in ques-

tion, commenting upon his masterpieces, his era and birthplace, as well as well-known incidents of his career.

No prize is necessary in this frolic, the fun and mystification involved being sufficient reward.

MUSICIANS' NAMES

The names of composers arranged as riddles also make an interesting game. Following are suggestions for getting up a set:

Handel—An index hand clipped from an advertisement or magazine illustration and the letter L from a newspaper headline.

Mozart—A piccaninny (Mose) and a palette.

Rubenstein—A picture of a farmer from one of the comic weeklies (Reuben) and a toy stein.

Schumann—A shoe and picture of a man.

Liszt—A laundry list or any other category.

Verdi—The words Cape Verde Islands written on a card with a line drawn through the first and last word and an alphabet chip with the letter E on it.

Meyerbeer—The letter M, sketch or picture of an eye from an oculist's advertisement, the letter R, and an empty beer bottle.

Gluck—The letter G and a four-leaved clover (luck).

These are arranged on a table as described in the Musical Terms Contest, the game being played in exactly the same way.

A music portfolio would make a desirable prize.

FAMOUS COMPOSITIONS

The names of famous compositions also lend themselves well to puzzling.

They can be arranged like the game just described in a program where the latter is not used.

INTELLECTUAL PASTIMES

A pleasant new game requiring not even so much apparatus as pencils and paper is called Similarities. It is based upon the many words in our rich language having the same sound, but different meaning, and upon different meanings of the same word.

Players sit in a circle and some one of the group begins the fun by announcing a word to be guessed, as, "I have in mind fresh or young, an animal of the antelope kind, and a prefix meaning air, breath, or spirit." The answer to this is New. Gnu. Pneu. The player first to guess it receives one point toward the game. If no one can guess it at the expiration of a reasonable time the player tells the answer.

The player seated at the left of the man or girl who began the game now gives a word, employing the same formulas: "I have in mind a fish, a spirit, alone, and part of a boot." Answer: Sole. Soul. Sole. Sole.

The proposing and guessing can be kept up as long as liked or until inspiration gives out. A few ex-

amples of Similarities are given in the following list:

A deer, a flour mixture. Doe. Dough.

To require. To manipulate. Need. Knead.

A beverage. To complain in Childish fashion.
Wine. Whine.

A stage signal. An instrument used in playing a ball game. A Chinese possession. Cue. Cue. Queue.

An auction or vendue. Part of a vessel. To move by wind power. Sale. Sail. Sail.

An edible bird. To tremble. Quail. Quail.

A bucket. Colorless. A boundary. A feature of the Heraldic shield. Pail. Pale. Pale. Pale.

An humble bed. A taster. Belonging to the artist. Pallet. Palate. Palette.

A chevalier. A period of time. Knight. Night.

A religious person. Dearth of all. Nun. None.

Colorless. An island. White. Wight.

To measure. A road. Weigh. Way.

Insignia of power. A coin. Part of a bat. Crown.

A number. Devoured. Eight. Ate.

DISCUSSIONS

Granted a really interesting list of topics there are few more interesting pastimes than Discussion among well-informed people.

An amusing plan is to have the different subjects written on slips of paper which are folded and put in

a bowl, and to allow ten minutes for each topic. Some member of the company then draws a slip from the bowl and between first and second bells all present discuss the topic written on this.

Examples of good topics are:

What virtue possessed by a human being gives most pleasure to his fellowmen? (This was a favorite subject in French salons in the time of Madame de Staël. It is equally good today.)

2. Was Judith of the Scriptures justified in the means she took to slay Holofernes?

3. Is the color of the eyes an indication of character?

4. Are American women normally extravagant?

When the bell rings all discussion of a subject comes precipitately to an end. Another slip is opened and conversation begins on a different topic.

Six topics, to extend over an hour, is a good number for an evening's program. When all have been discussed, pass pencils and paper and ask each member of the company to vote for the conversationalist considered cleverest (anyone but himself, of course). Each person voting signs his name to the ballot. As the votes are only seen by the hostess, the names of the voters are not divulged.

The person receiving most ballots should receive an interesting book in appreciation of his conversational powers.

A NEW "AUTHORS" GAME

The old game of Authors never seems to lose its popularity with boys and girls who are fond of reading, and probably never will, since another generation takes it up with new zest as its predecessor lays it down. But a home-made version of the same sport will be found an enjoyable substitute for it evenings at home.

This is called Kings and Queens, and not a little general information is interwoven with the fun of preparing and playing it. Here is the method;

Cut from white cardboard sixty-four blank cards, buying the cardboard with as high a glaze as possible in order to make the cards shuffle well.

Instead of writers of prose and poetry, use the name of some king or queen, with three of his or her most celebrated subjects.

Each of these celebrated persons has a specially dedicated card, with the remaining three names written in smaller lettering below, thus completing a group corresponding to that of the author and three of his works.

The Popes with the great men of their times can be used in the same way, and, of course, our Presidents, too, with contemporary statesmen, generals, and philanthropists or philosophers.

188 The Mary Dawson Game Book

Here are specimen groups to illustrate the idea:

Queen Elizabeth—

Sir Walter Raleigh.

William Shakespeare.

Sir Francis Drake.

Louis XIV—

Mazarin.

Colbert.

Racine.

ENIGMATICAL AUTHORS

This game would be much enjoyed by older boys and girls who are fond of reading. It will prove to be a test of their knowledge of books, and of their ingenuity in applying that knowledge.

A list like that given here is prepared by the leader of the game, who reads the enigmas out, one at a time, and the players answer them in turn. This is a simple way to play the game; a more formal one, is for the leader to prepare as many cards as there are players, writing the enigmatical expressions, in order, on each card, with enough space for the answer underneath.

A certain time-limit should be fixed and then the cards gathered in and examined by the leader, and the prizes, if any, awarded.

The following will serve to show how the game is

arranged, but the leader may enlarge the list at his pleasure:

1. Of former date.
2. What the preacher did in church.
3. A flowering tree.
4. A Scotch church and its color.
5. Fond of delicate fabrics.
6. The guardian of treasure.
7. What the dentist gives us.
8. Two marks.
9. A non-commissioned army officer.
10. What your face should wear.
11. Gives notice of danger to a female.
12. How some people climb mountains.

Here are the answers to the enigmas:

1. Prior, Matthew.
2. Praed, W. M.
3. Hawthorne, Nathaniel.
4. Kirk White.
5. Lovelace, Richard.
6. Key, Francis Scott.
7. Paine, Thomas.
8. Mark Twain.
9. Sargent, Epes.
10. Smiles, Samuel.
11. Warner, Charles Dudley.
12. Mulbach, Louisa.

PROGRESSIVE PUZZLES

Few novelties are so welcome perhaps in the way of games as new ideas for Progressions. Every hostess who has a mixed or "difficult" group on her hands knows well the value of the table series which keeps all busy and amused at once. Among the latest in Progressions is Progressive Puzzling, for which this is the plan.

The invitations are engraved or written on cards, which are afterward cut into several pieces of irregular shape. The recipient will be obliged to put the pieces together correctly before discovering for what he or she is invited and by whom. The puzzling gives a merry clue to the nature of the fun to come.

To prepare for the evening in puzzledom, the hostess must collect as many as possible of the mazes and number puzzles so much sought for at present. Many good ones sell at 5 to 10 cents apiece, while some are given away as advertisements with certain brands of edibles.

Arrange them on the table, where the guests may make a selection to be worked out singly or in groups, as "the spirit moves."

For another round prepare as many squares of cardboard as there will be men present, and on each paste a puzzle clipped from any one of the many magazines which devote space to this form of amusement.

The cards should be numbered and the hostess must preserve a carefully prepared set of answers, numbered like the puzzle. The little cards are put in a bag and each man draws one. He must invite some girl to assist him in working out the answers. The puzzlers all begin to work at the same moment. As soon as any pair think they have worked out the solution the card is handed over to the entertainer, who marks upon it the exact moment at which it was completed. Each is marked as to time when handed in. If correct the first answer wins, but if not correct the card next completed has a chance for the first prize, and so on.

The puzzles need not be all of the same variety, but should require approximately the same time for working out.

Then distribute pencils and tiny tablets for a Hidden Terms Puzzle. Here each pair of partners (or each individual) is required to invent a sentence in which is buried the name of some bird. A rough example of such a phrase would be:

"Our family patronymic is Wall. Owen is a Welsh name which has been handed down from father to son among us for several generations."

The hidden name here is Swallow.

During another round the company is required to bury the names of flowers and later those of celebrities. In addition to the fun of puzzling them out a prize

is awarded for the cleverest work done by any one puzzler.

Mechanical puzzles and the popular jigsaw pictures make splendid awards for the prize winners of a puzzle party.

DICTIONARY GAMES

For some evenings indoors dictionary games make a good suggestion.

The contests founded upon English words are many and amusing, and the hostess of an inventive turn may be able to increase the already considerable list.

For most of the contests a small handy classic volume of a pocket dictionary is a good foundation. When the affair is arranged in advance each guest receives on entering a pocket copy of some novel or other masterpiece with his or her name written on the fly-leaf. These books figure in some of the games and are afterward retained as prizes.

But for the ordinary entertainment in the home circle each young person can select a book from the bookshelf.

READING MATCH

An exciting word game, too little known even in bright households where mental bouts are favored, is a kind of reading match. To play it each player reads aloud for about five minutes, or, if preferred, until he

has read a certain number of paragraphs allotted to him by some one in authority.

Certain words are named to be skipped in the reading, and each of the tabooed words if read counts one point off for the person reading it. And, or, the, if, and such familiar parts of speech are the proper ones to taboo. Allow each player a certain number of words as capital and subtract one for each mistake made. The person retaining most points wins the game. If several have the same number, they resort to drawing.

WORD DRAWING

For the next round let each player select from his book or dictionary some noun which he does not divulge to the rest of the company.

Each man or girl in turn then goes to a blackboard where the word drawn is to be illustrated in chalk. If there is little knowledge of drawing in the company this will only add to the fun, and no one need be excused on such a plea.

Let the player first to call out a correct solution receive a bean, a nut, or some other convenient tally. The greatest number of beans wins a prize, or at least decides the champion. The lowest number and the worst illustration may provoke forfeits for those pleading guilty to them.

WORD BUILDING

Another blackboard game is played in this way: Each player has from five to ten minutes, according to previous agreement, to go through his book in search of a word, at the heart of which another word is found.

A rough example of this is Ogre, which is hidden in Progress. Itch is built into Witch Hazel, and so forth.

The player writing his center word on the blackboard calls upon any one in the company to build it into the longer word thought of, and the person first to respond correctly wins a bean. To prolong the game let each competitor think up three words instead of a single one. The "game" is decided as in the preceding contest.

For another lively half hour let all draw up their chairs in a circle and pass a book from hand to hand. Each person opens the book at random and while twenty is being counted he or she must name ten nouns beginning with the letter at the top of the page.

Any one who fails can be called up for a forfeit; to be afterward redeemed by any performance the company decides upon.

Another version of this good game consists in naming a certain class of objects, persons or creatures, according to the letter opened upon.

Thus it might be resolved that before ten could be counted by the timekeeper the player would name some great man or woman, beginning with the letter coming first on the page opened.

A good idea which, however, requires a little more preparation than the foregoing is the interpretation of difficult sentences taken from Milton, Shakespeare, or other English classic authors. This will trip up many, but will prove most instructive and entertaining.

PICTURED VERBARIUM

Take any long word. For instance, the word "Christmas," and by rearranging the letters obtain a number of smaller words. Examples are: cat, mast, mat, Sam, sit, hat, mart, tar, star, rat, etc. Each of the smaller words obtained are represented by a picture clipped from advertisements or picture post-cards and mounted on cardboard. These pictures are tacked up on the walls. No numbers are necessary.

From the pictures the company are supposed to guess the smaller words, and from the letters of the smaller words, when divided, it is required to guess the larger one. Any words can be substituted for the one here given, but nothing ambiguous or in the nature of puns should be attempted in the pictured words.

This game may be ranged for Valentine in the

same way, using the words contained in that word, as ale, vale, valet, inn, etc.

It would be equally good for Hallowe'en, using the words halo, owe, all, we, allow, and so forth, or for Thanksgiving, by using, for instance, thanks, giving, hank, etc.

ANAGRAMS

A very ancient game, but one the fun of which is ever new, owing to the fact that no limits can be set upon its development. The object of the game consists in giving each player a word from which, by transposing the letters, he tries to form some word or phrase that contains the meaning of, or an appropriate reference to, the original. Examples best illustrate the idea. From the words Florence Nightingale is formed the now famous anagram of Flit on, Cheering Angel! Other good examples are:

Golden Land. Old England.

I hire parsons. Parishioners.

THE AUTOGRAPH GAME MADE NEW

The familiar game called Autograph Collecting can be made doubly diverting by giving each member of the company a fictitious name taken from history or novels or legendary lore. Thus, one member might be Ben Jonson, one Queen Elizabeth, and so on. Remembering one's assumed character and writing it

adds to the excitement, and until one's list of historical characters is complete the player, by the rules of the game, must continue to collect names.

ILLUSTRATED DESCRIPTIONS

As many chairs as there will be players are arranged in two rows, back to back. On each chair of one row is placed a tablet and pencil for the artist, on the other nothing.

The men choose partners, and each couple has the privilege of saying which of them shall draw and which describe.

Partners will then take chairs, back to back. From description given by the describing partner the artist must draw the object held in mind by his associate. The person describing is not permitted to name the article in mind. He may only describe it in such terms as "It is large, round, and red," etc., or "It is small, square, with concave top," and so on. Only common objects, such as apples, thimbles, tumblers, balls, and equally familiar things, are chosen. Or the hostess can give to each partner who will do the describing a folded slip of paper on which is mentioned the article he or she will be required to describe.

You can imagine what amusement the drawings will create. They usually bear no resemblance whatever to the object really described. When the

198 The Mary Dawson Game Book

bell rings, as a signal to discontinue the drawing, the person describing mentions the name of what he describes and this is written on the card or tablet just above the sketch. Needless to say, after this identification the artist is not allowed to retouch his sketch.

FAMILIAR FRIENDS

Give each player a pencil and paper and see who can recall most "old familiar friends" on the following order. Of course, it is purely nonsense, but good nonsense, and a prize can be awarded if desired, though the amusement is sufficient without this incentive to endeavor.

Jack Straw, Missis Sippi, Johnny Cake, Allen Town, Lady Cake, Grace Hoops, Miss Fortune, Mary Land, Phil Harmonic, May Pole, May Day, Aunty Dote, Al Cohol, Anne Chovy, Dick Tionary, Dick Tion, Miss Terry (Mystery), That Orr Kid, Miss Take, Miss Manage, and so on.

AUDACIOUS AUTHORS

Some amusing nonsense in the form of absurd puns on the names of authors can be developed by any bookish company to the great enjoyment "of those present." A prize could be awarded for the best, but this is not necessary. Some illustrations which will help to give the idea follow:



Where did Henry Cabot Lodge? In Oliver Wendell Holmes and Sir Walter Scott.

What made Rider Haggard? He saw Marion Evans Cross.

Why was John Luther long? His progress was impeded by a Bunyan.

Why did Mark Akenside? He let Eliza Cook.

What did Harriet Beecher Stowe? What she saw Richard Steele.

When is it that William Dean Howells? When Robert Burns.

Did the air that made Thomas Hardy make Edward Hale? Yes, and it made Sir Thomas Browne, but Edward Stuart White.

When is it that Samuel Smiles? When he hears Lewis Carroll and Ik Marvel.

If Fannie Burney made Samuel Lover, why should he Marie Corelli? And if he Marie Corelli he should not love Hannah More.

Shall George Augustus Henry Sala boat or shall E. P. Roe it?

Whom did Charles Lamb? No one, but he made Richard Savage and made Mary Mapes Dodge. But why did not Susan Warner!

What did George Borrow? Something to Reid, but he thought it might easily have been Whittier.

VERBAL PAIRS

Another delectable nonsense game consists of seeing who can in fifteen minutes make the longest and best list of words that "go together." Examples: Yes and No, Will and Won't, Hook and Eye, Moon and Stars, High and Low, Up and Down, Needle and Thread, House and Lot, Ever and Anon, Forever and Aye, Betwixt and Between, Thick and Thin, Salt and Pepper, Pen and Ink, Blood and Iron, Pins and Needles.

DINNER TABLE STUNT

A funny stunt for a dinner where all are well known is to ask each guest to tell a story. A prize is announced for the first one completed. Each person, however, who sets out to tell a story is immediately interrupted and plied with questions about each statement made in his narrative, so that the dinner is usually over without any prize award being necessary.

GAMES BETWEEN COURSES

I

Give each a bunch of raisins, stems and all. See who can fashion the most amusing "critter" from fruit and stem.

II

Have half a comic picture (as a picture postal or the like) at each cover. Do not have those whose halves match sit together. See who can soonest find a partner, the gentlemen passing their halves rapidly around the table, but the ladies retaining theirs. Give a prize to each of the lucky two.

III

Have a place card as usual, but on each have a topic written for discussion. As What you think of Fletcherism? The year 2000 A. D.?

IV

Pass cards and have each draw a picture of what he thinks the next course will look like. Give a prize to the one who does best.

V

If there is a traveler among the company get him or her to describe "My Most Remarkable Dinner," or "The Meal For Which I Had the Best Appetite," or something else to evoke recollections and stories.

VI

An odd and unique centerpiece might be planned and a prize offered for the best interpretation of its meaning.

VII

Clip from advertisement pictures or draw if there is talent in the house a sketch illustrating the fad of each guest. Then let guests find their places at table by recognizing their own fads or having these recognized for them. Favors illustrating the fads could be used in the same way.

DINNER TABLE GAMES

A hostess who was to serve luncheon herself, the household being a maidless one, invented the clever idea of Digestive Tablets. Each guest (the company consisted of women only) found at her cover a folded paper resembling the "powders" of family doctors. The following explanation was made by the hostess, after which between courses the guests opened and laughed over their "powders." Being a jolly crowd the nonsense (which was all that the papers contained) was greatly relished.

DIGESTIVE TABLETS

The hostess' explanation:

That "good digestion wait on appetite,"
As Shakespeare says, first have your stomach right;
Therefore this powdered dose is given you
To tonic each ere all of us fall to.

THE TABLETS

'Tis great folly not to be jolly,
Or so I think.

God makes the eyes to match the hair;
Not always such our sex does wear.

Red is the rose that at the druggist's grows.

Laugh and grow fat; laugh again and grow fatter.

If each of these tablets cost a quarter
We'd enjoy them as we oughter.
Just because they're given free
Don't kick about the poetry.

Many a caramel costs a gold filling.

The reason many women don't want to vote is that they are
afraid of having to tell their ages at the polls.

Now are these tablets really medicine, or are they just a
blind to conceal the fact that the "eats" are slow in coming?

GAMES WITH RAW COTTON

Games of this kind are good for Cotton Wedding
amusement, for snow showers and parties, Southern
Colonial programs, or for any occasion when there is
a roll of raw cotton handy, but nothing else on which
to found some games.

COTTON BOLL

From raw cotton and brown tissue paper make a number of imitation cotton bolls. Scatter these around the room, hiding some and having others in full view. Then announce a competition in Picking Cotton and see who can in five minutes pick most bolls. Or who can get most ere the supply is exhausted.

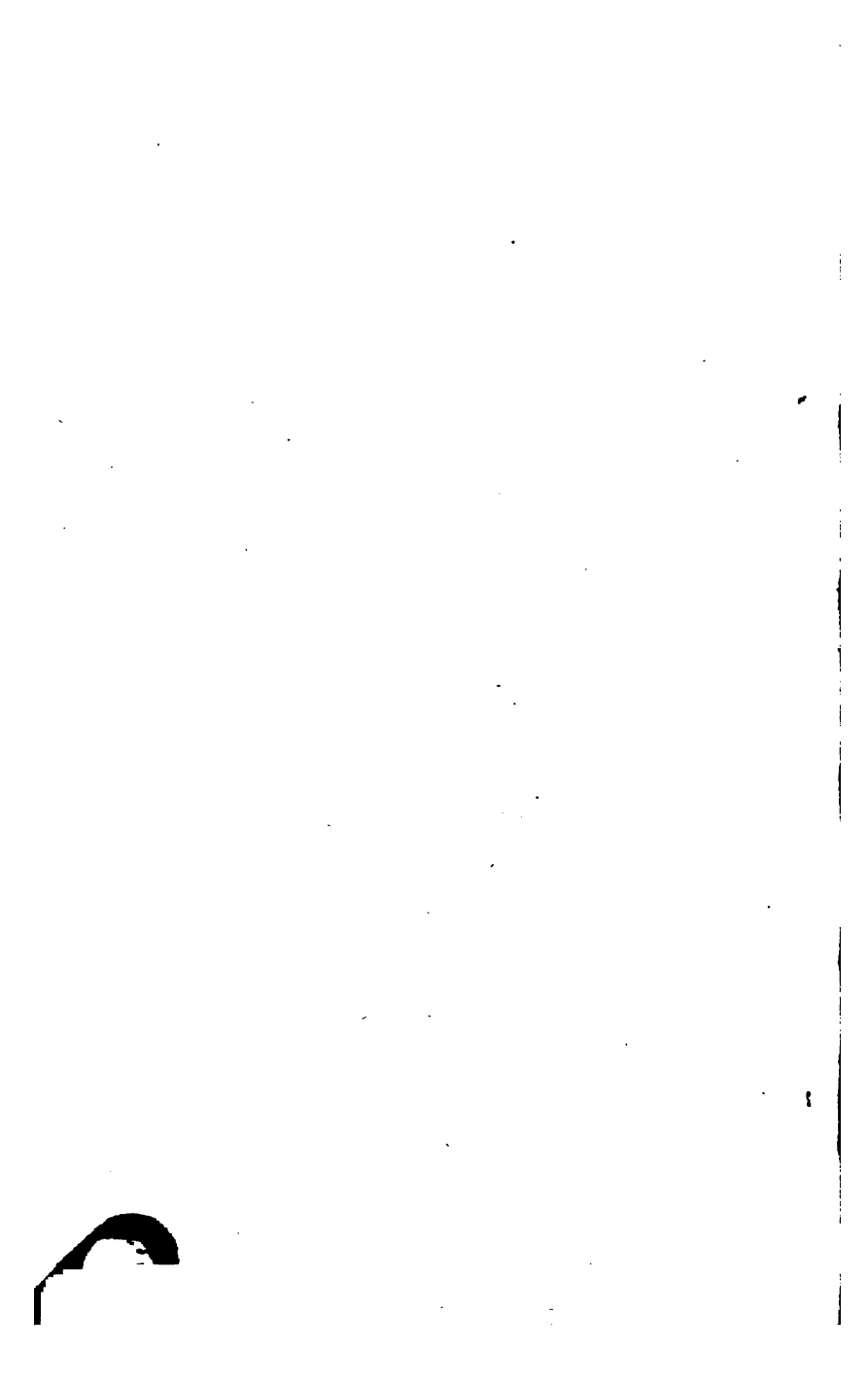
SHOVELING SNOW

Have a pile of the cotton in the center of the table around which all sit. Give each player a wooden meat skewer and see who can shovel most cotton snow from the table using the skewer to dig it with. A prize if you wish for the most snow dug by any player.

SNOWBALL

The game called Cotton Bolls can be developed into a very diverting nonsense game by dividing the players into two bands and asking the bands to see which can soonest make the largest snowball in the time allowed for it. No prize is awarded, as it would be difficult to tell which had really collected most cotton for the ball, but even without a prize it will cause laughter and fun. Or the respective balls could be weighed on postal scales and so a prize awarded, if this is considered specially desirable.

GAMES AND DETAILS FOR GIRLS' PARTIES



YOUR BIRTHDAY FLOWER

AN interesting bit of information for girls who have birthday parties to plan concerns the Birthday Flower and the Birthday Gem. Here is a list of the flowers of the months, also rhymes about the birthday gems.

BIRTHDAY FLOWERS

January, Snowdrop; February, English Primrose; March, Violet; April, Daisy; May, Hawthorn; June, Honeysuckle; July, Water Lily; August, Red Garden Poppy; September, Morning Glory; October, Hop; November, Chrysanthemum; December, Holly.

BIRTHDAY VERSES

JANUARY

By her who in this month is born
No gem save Garnet shall be worn.
They will insure her constancy,
True friendship, and fidelity.

FEBRUARY

The February born will find
Sincerity and peace of mind,
Freedom from passion and from care,
If they the Amethyst will wear.

MARCH

Who on this world of ours their eyes
In March first open shall be wise;
In days of peril firm and brave,
To wear a Bloodstone to their grave.

APRIL

She who from April dates her years
Diamonds shall wear, lest bitter tears
For vain repentance flow; this stone
Emblem of innocence is known.

MAY

Who first beholds the light of day
In spring's sweet flow'ry month of May,
And wears an Emerald all her life
Shall be a lov'd and happy wife.

JUNE

Who comes with summer to this earth,
And owes to June her day of birth,
With ring of Agate on her hand
Can health, wealth, and long life command.

JULY

The glowing Ruby should adorn
Those who in warm July are born;
Then will they be exempt and free
From love doubts and anxiety.

AUGUST

Wear a Sardonyx, or for thee
No conjugal felicity.
The August born, without this stone,
'Tis said must live unloved and 'lone.

SEPTEMBER

A Maiden born when autumn leaves
Are rustling in September's breeze,
A Sapphire on her brow should bind
(Twill cure diseases of the mind).

OCTOBER

October's child is born for woe
And life's vicissitudes must know.
But lay an Opal on her breast,
And hope will lull those woes to rest.

NOVEMBER

Who first comes to this world below
With drear November's fog and snow,
Should prize the Topaz's amber hue,
Emblem of friends and lovers true.

DECEMBER

If cold December gave you birth—
The month of snow and ice and mirth—
Place on your hand a Turquoise blue,
Success will bless whate'er you do.

GAMES AND DECORATIONS FOR A FLOWER
PARTY

For a frolic ere the wild flowers come, snowdrops will afford an exquisite centerpiece. Let the foundation of the decoration be a basket of pretty shape, either with or without a handle, decorated with a large bow of white satin ribbon and filled with velvety green moss.

Fill this with snowdrops or crocuses, according to possibilities.

At each cover have one of the dainty little crepe paper baskets trimmed with paper flowers and fill these with white or pink candies. Place cards may represent windflowers, and are easily cut out of art paper with shading applied with a brush.

In the side dishes have candy flowers which are easily obtained among the marzipane novelties, and have radishes peeled to suggest little blossoms.

Around the table after refreshments the hostess may inspire a debate on the subject of My Favorite Flower. Or, instead of a debate, arrange a conversation game after the company adjourns from the table. Have each man and girl converse five minutes together on the subject of their favorite flowers, each having chosen one blossom which in his or her estimation is the loveliest of all. When the five minutes are up the gentlemen move forward to other partners and this continues until all have conversed.

The hostess then gives each a slip of paper on which to register a vote as to which person of the opposite sex was most poetically convincing as to the flower of his or her choice. The man who wins most votes from the fair sex may receive a scarfpin with head in the form of a flower, while the winning lady can be presented with a bottle of very excellent flower essence in token of appreciation.

A "FIVE SENSES" BIRTHDAY PLAN

Plan a little girl's birthday good time as a Reunion of the Sense Family, and the results will delight the small person. For instance, have each gift represent one of the senses. Suggestions would be:

Smelling. A sachet or a blooming plant.

Touch. The outfit for a blindfold game.

Seeing. A pocket microscope for viewing leaves, insects, etc., at close range.

Tasting. Box of stuffed dates.

Hearing. Sheet music, a phonograph, or a book to read aloud.

Of course you will want another very familiar member of the Sense Family to figure. This is—

Nonsense. Illustrated by a book of rhymes. Last of all—

Common Sense, taking the form of a pair of warm gloves.

Introduce each gift singly, first explaining what member of the Sense Family is about to appear.

If a party is to follow, the familiar games which consist in smelling the contents of twelve bottles and guessing what is in them would represent scent.

Touch would be represented by feeling articles hidden under the tablecloth and saying what they are.

For seeing, one might use the old but ever good Observation Game.

For hearing, play twelve familiar melodies and see who can name them.

For taste, make each child close his eyes and feed to him a morsel each of three kinds of cake. Then see what children can correctly name the three varieties of sweet tasted.

A BREAD AND BUTTER PARTY

A new kind of poverty party and a very original one for a girl to give, whose dimes must take the part of dollars in entertaining as in everything else, would be a Bread and Butter Party. A simple way to invite the guests would be to use the visiting card, writing Bread and Butter Tea in the lower left-hand corner and, of course, filling in the time date, and place.

The idea could be used for either an afternoon or evening affair, and if something more unusual is wanted for the invitations the following form would be just the thing, perhaps:

Dear Helen—Can you come to our house to meet the Staff of Life on next Wednesday afternoon? It will be a very informal affair. Hoping to hear that you can come, I remain, sincerely your friend,

AGNES AGNEW.

Now from manila paper or cardboard cut out little loaf shapes, tinting them, if necessary, to give the proper shading, and on one side write the bidding as



given above. Or you may simply write it upon ordinary note sheets.

Have first several good contests founded on bread and conclude with refreshments. For the first game on the program pass around cards and pencils, and see who can, in fifteen minutes, write down most terms relating to bread. For instance, roll, dough, knead, flour, yeast, biscuit, shortbread, etc. Names of different cakes should not be counted in. For the next number let all reverse their cards and write a recipe answering the question: How would you go about making bread? This last contest should be judged by a good breadmaker who does not enter the lists. The girl who is adjudged to have answered most cleverly or really to understand the process should receive a papier mache roll filled with candies.

For the first prize in the first game hollow out a real bread roll after dividing it in half, and inclose in it a dainty emery bag or a needlecase, afterward closing the roll together once more.

WITH QUOTATIONS

Again, give each a sheet of paper on which to write all the quotations, historical references, and other allusions which can be thought up relating to bread. Allow twenty minutes for it and award another suitable prize for the best list.

Now for refreshments, which may be set forth in

the dining room or simply rolled in upon a small table to the living room or parlor, if this is more convenient. If you make use of a buffet table, the centerpiece may have a foundation of bread. For instance, a pretty basket may be shaped from a circular loaf, lined with silver paper or crepe, the edges of the lining crimped or cut in points, and turned down all around the outside to form a decoration for the basket. Fill this novel holder with favors and run ribbons from the favors out across the table to form a cartwheel effect. Have little dishes made from rolls to hold the candies, olives, etc., and have breadsticks stacked up like muskets caught at the top with ribbon, arranged toward the corners of the board. For the sake of economy, fruit or paper flowers or any other decorative thing suitable for table use—as, for instance, fancy cakes with colored icing—may be used to fill the unique central holder. It would be a rather attractive idea to have the favors concealed under shaved tissue paper and to pass it as a final course, each guest taking a spoonful from the pie. So many dainty ideas can be carried out with loaves and rolls that it is only necessary to suggest a few. Any entertainer will be able to develop novelties for herself.

WHAT TO SERVE

The refreshments should, of course, relate to the staff of life also. Veal loaf would make a good sug-



gestion if something substantial is wanted. Creamed chicken or chicken salad or creamed veal or oysters could be served in soft rolls, which have been cut in half and hollowed out to receive the dainty, then closed again. Toast fingers, made by cutting strips the length of the loaf and about an inch each way across, and then crisping and browning delicately in the oven, are delicious to pass with either a hot dainty, such as creamed oysters or veal or chicken, and are equally tasty with salad. Olives and celery make a dainty addition to such a course.

THE ANIMATED CONCERT

Girls who are studying music therefore are interested in musical questions, and others who keep up with popular songs can well make the next frolic a "Living Concert, Old and New."

Invitations are written in this form, or variations of it, which conveys the idea clearly:

Dear Agnes—Can you take part in an Animated Concert at my home on next Tuesday evening, at 8 o'clock? Please come representing in some way the title of a well-known song of past or present, if you can make one of us, as I hope you will be able to do. A prize will be awarded for the cleverest suggestion representing a song, as well as for the greatest number of songs guessed by any member of the company. Feeling sure that your cleverness will carry off either one or both of these awards, I am,

Affectionately, HELENE.

As to the songs—there are several ways of representing these, any one of which will make the player eligible to compete for the first prize. Sometimes a tiny object will suggest the title and can be worn pinned to the gown or coat; or, if the guest prefers, her entire costume can be suggestive of some title known to all. Again, a picture or two or three pictures—for instance, advertising illustrations pasted on a card—will give the proper rebus. Here are some examples to begin the list with:

THE PUZZLING TITLES

"She Wore a Wreath of Roses." (Circlet of paper roses.)

"The Old Oaken Bucket." (Bucket of any kind and picture of oak. Old oak an' bucket.)

"Songs Without Words." (Bird singing.)

"Daisy Bell." (A daisy and a bell.)

"When Johnny Comes Marching Home." (Tin or paper soldier.)

"School Days." (A school slate and pencil with other belongings of the schoolroom, if desired.)

"O Promise Me." (A diamond solitaire from a jeweler's ad.)

"Auld Lang Syne." (Picture of people in old-time dress. Or the one who represents this song may be attired in the costume of grandfather or grandmother.)

The "Old Armchair" and "My Grandfather's Clock" are easily represented by pictures clipped from illustrations.

A girl representing Columbia may be "The Gem of the Ocean," and a handkerchief with a knot in it suggests "O Then Remember Me" to the clever guesser.

The game is not played sitting down. The jolliest plan is to have all the songs circulate around the room, each player having a card and pencil on which to register guesses as to what the others represent. The name of the song is written on the left-hand side of the card, and the name of the player who is supposed to be masquerading as that particular title is written opposite. At the end of an hour the cards are taken up, the correct names of the "entries" collected by the hostess, and the prize awarded. A book of songs makes a very appropriate gift in such a competition.

After this gift has been awarded, the entertainer or some one appointed as judge sits in review of the different songs, and the one whose entry is regarded as at the same time cleverest and most puzzling wins a second prize.

Usually the entertainer will fill out the program, preparing a dozen or more entries on cards or cardboard squares which are numbered and hung up for the players to guess. Songs and music in which all join make a charming termination for the party.

AN APRON-STRING PARTY

Young unmarried folks can have a simple good time at an Apron Social or, as it is also called, an Apron-string Party, to which each girl is invited to "Please come wearing your prettiest apron." Every one knows how pretty a really dainty apron can be, and how captivating is a girl who wears this emblem of domesticity. Therefore the first task of the young men on the occasion of the party will not be an easy one, for it is nothing less than judging the aprons which the girls have selected as the prettiest. The men receive blanks and pencils and the girls pass in review before the sterner sex. Then each man casts one unsigned vote for the apron he prefers. The girl whose apron receives most votes wins a prize, which may well take the form of a sewing apron, the handiwork of the hostess.

Next, pass around two baskets in which are apron strings of various materials and colors, from gingham and alpaca to lawn and ribbon; let the men draw from one basket, while the girls choose from the other. There are no duplicates of the strings in the baskets, but those in one receptacle match those in another, so that men and girls hold mating strings. When these have been duly matched and mated, partners are found for some of the games on the program. For instance, each man is given a piece of gingham or lawn, with scissors, needle, and thread. From this he is required

to cut out and fashion an apron, the work to be guided by his partner and aided by her advice, but performed solely by the man; three-quarters of an hour is allotted for the task. The hostess must rule in advance as to whether the assisting partner may or may not thread the needles for the work, rip bastings, etc. After the aprons have been completed they are to be judged by the hostess. The girl whose partner makes the best apron may receive a pretty pair of ribbon apron strings, while to him is given a good pair of scissors, a foot rule, or other tool appreciated by a man.

Now have a comic procession in which each girl wearing the apron in which she came to the party is conducted to the refreshment table by a gallant wearing the gingham one created with her help. If the repast is served from a buffet the sight of the young men scurrying around in their big pinafores to secure dainties for their partners will stir up plenty of merriment.

For the supper serve, for a change, a substantial salad made of some white fish (preferably halibut) mixed with celery and dressed with mayonnaise, and hot graham rolls or sandwiches of wheaten bread with cucumber filling. For dessert have peche Melba cream, layer cake, and coffee.

UNDER THE LEMON TREE

The popular idea of the gift lemon is now used as foundation of a jolly home entertainment. It is a

very pleasantly flavored lemon which the entertainer thus "hands" to her friends and acquaintances.

Write the invitations on paper of lemon yellow tint and sketch at the top of each note sheet a spray of green with lemons growing on it. The invitations could be doggerel verse if preferred.

One of the first frolics on the program is the Lemon Tree. A branch of pine or any shrub will do for this. It should be embedded securely in a flower tub. To it attach from ten to twelve of the artificial lemons now sold everywhere at about a nickel apiece. When the hollow ones are used they can be filled with candy or nonsense gifts, such as penny bird whistles, wee flags, or humorously worded fortunes.

Players are blindfolded one at a time and given scissors. The one who succeeds in reaching the tree and clipping a fruit may retain the latter as a prize.

Another version of the same game is one in which a lemon tree is painted on a square of muslin, which is then stretched over an empty picture frame or tacked up taut in a doorway.

The fun consists in pinning to the tree lemon shapes cut from yellow plush, canton flannel, or any other goods in the appropriate color. This feat is, of course, performed blindfold. Those players who are successful draw for the prize—a bonbonniere in lemon shape filled with sweets.

Follow this by a bundle auction in which there are two bundles containing genuine prizes, which may be quite inexpensive, however, and the rest of the packages "lemons," in a metaphorical sense.

The auctioneer should be a clever talker of either sex, and the bartering medium beans, of which each person receives fifty. Those who bid in the prize bundles retain the contents.

Again, from two to six candy box lemons are hidden around the room. At a given signal players begin to search for them. Those finding the lemons retain them and their freight of sugar plums.

Then have a race, rolling lemons over a certain course with walking sticks. Those most successful win pin cushions of yellow plush representing the fruit of the hour. Boobies could be the popular cards with lemons embossed on them, and motto in keeping.

Or lemons could be tossed into the pockets of a Sambo frame, with a prize for the best score.

Have your guests gather around a table on which are grouped a large dish of lemons and a tray of peanuts, raisins, prunes, and currants. A couple of bundles of wooden toothpicks are provided and the frolic consists in seeing who in fifteen minutes produces the funniest animal with body formed of a lemon. The head is formed of the nuts or small fruits, according to fancy. Limbs are toothpicks.

Give a sofa pillow in lemon yellow or a book with

yellow binding as a prize. The booby prize would be the animal pronounced best in the competition. The entertainer acts as judge.

For the refreshment table have a cloth of lemon yellow tissue paper. Candle shades can be of yellow with wreaths of green. For the centerpiece have a bowl of iced lemonade in which float slices of the fruit. This could be surrounded with a millinery wreath having yellow fruit like lemons growing on it among leaves.

Lemon layer cake, lemon pie, lemon ice cream, served in skins of large lemons, and lemon candy should figure in the menu.

GIRLS' BIRTHDAYS

A specially pleasant way for girls to celebrate birthdays and other glad occasions occurring in early summer is by a little luncheon to a bevy of girl friends. If the fair hostess can prepare some or all of the menu with her own hands the fun and interest of the dainty meal is greatly increased.

One lovely plan for a birthday luncheon would be to have it a clover affair. Both pink and white clover could be used in combination and the entire color scheme carried out in pink and white, always a dainty and delicate one.

Clover is charming arranged either in bowls or in vases according to the length of the stems selected. A low bowl of it for the centerpiece and four slender

vases arranged toward the corners of the table would be a pretty arrangement. Use the idea of the four-leaved or good-luck clover in combination with the blossoms and a good wish appropriate to the date will be conveyed. For instance, cut from green silk, green paper, or cardboard, as you find most convenient, clover-shaped doilies to go under the vases and flower bowls, with smaller ones under the water glasses. Have a bouquet of specially selected clovers laid at each girl's plate, and attached to it with pink and white ribbon have a good-luck clover of green cardboard with the date and a motto in gilt paint. Where candles are used try to have these painted with a design of clovers. Or the flowers can be carefully cut from colored paper napkins and mounted on home-made shades of white cardboard. Use two white candles and two pink, alternated, and swing a little garland or rope of clovers from candlestick to candlestick to form a square. Serve the following menu in clover colors of pale pink, white, and green:

1. Cream of beet soup with soup crackers wrapped in green tissue paper.
2. Steamed fowl with cream sauce, decorated with thin slices of pimento olives; spinach.
3. Asparagus tips served in hollowed out tomatoes, with white mayonnaise; tiny hot soda biscuits and butter; cream cheese colored pink with strained raspberry syrup.
4. Almond ice cream or any other flavor preferred, in pink and white paper

224 The Mary Dawson Game Book

cases; little cakes iced pink and white. Coffee. Pink and white table mints.

A ROSEBUD LUNCHEON WOULD BE NOVEL

It would be charming, too, for some girl born in early summer days to celebrate her anniversary with a rosebud function, using only the half-opened buds for decoration. This would be quite within the power of any girl who has an old-fashioned garden with its June treasures at her disposal.

Have a lovely cluster of the buds cut with long stems and loosely tied with pink, red, or white ribbon, according to the hue of the flowers, for the centerpiece. This might be laid flat upon the cloth, or a pink or white or red basket with tall handle could be filled with buds and with beautiful rose foliage to form the centerpiece. At each cover have a specially chosen long-stemmed bud to which is tied a tiny card bearing the name of some guest on the face and a quotation (incomplete) about a rose on the reverse. During the courses it will be fun to call on each guest to complete her quotation and to name the author. Some quotations, with their authors, may help out the young entertainer who wishes to start a list. Here they are:

1. He wears the rose of youth upon him.—Shakespeare.
2. As though a rose should shut and be a bud again.—Keats.

3. The rose that lives its little hour is prized beyond the sculptured flower.—Bryant.

4. Flowers of all hue, and without thorn the rose.—Milton.

5. O, my love's like a red, red rose that's newly sprung in June.—Burns.

For the candles either secure the little 10-cent candlesticks which are in imitation of rosebuds, or use your conventional silver or glass ones, and make special shades, having them of red or pink to match the flowers. Paper rosebuds would make a pretty trimming for the candle shades.

For the repast serve: 1. Tomato bouillon with crackers. 2. Radishes and stuffed olives cut to suggest moss rosebuds. 3. Breaded lamb chops, June peas, potato roses. 4. Cucumber salad served in beets which have been boiled tender and then hollowed out; arrange each little salad cup on several little crisp white lettuce leaves and top it off with mayon naise in which a little chopped chives has been stirred. 5. Raspberry shortcake covered with whipped cream dotted over with raspberries; coffee, salted peanuts, candy.

HOLLYHOCKS ARE MOST UNUSUAL

The girl who wishes her luncheon to be entirely unusual can make use of old-fashioned hollyhocks and

226 The Mary Dawson Game Book

their paper imitations, and the effect will be all she could desire.

Made in paper, these are not only newer than the ordinary paper posy, but they are easier to make, into the bargain. Three circles of pink paper all of a size, placed one within the other, make the corolla of the flower, and a button mold covered with dark paper, provides the center.

To decorate the dining room in elaboration use big hollyhocks standing as sentinels two feet apart around the walls of the room. Use the ordinary tall dowel rods (which any hardware shop can furnish) for the stems, covering them closely with green crepe paper cut in strips. Catch in a few leaves when you wind the paper on the rod, but no stiffening or other trouble is required for the leaves. Green buds stuffed with raw cotton are effective. Where expense does not have to be considered too closely it is cunning to have a dollie's head peep out from each big flower, but, on the other hand, they are pretty without and cost less.

If you can cover the dining room floor with cheap green goods such as paper muslin it adds to the color scheme, and you can then place big old-fashioned conch shells between each two hollyhocks, but this detail is not necessary to the success of the decorative scheme.

HOW THE TABLE IS TRIMMED

For the central line of the table (which might be bare) secure a long strip of sod or make a long bed of thick moss, if this is thought easier to get. Along this sod, running it the entire length of the table except for the guest covers, arrange miniature paper hollyhocks made in the same way as the large ones, having the stems fashioned of little splits about the height of clothes-pins. Toward the corners of the table have four vases with a few natural hollyhocks in each.

For souvenirs have attractive sun-bonnets of pink or blue gingham, and serve the candy, salted nuts, and mint leaves or any other dainty in the pretty papier mache shells. Have the following novel menu or another based upon it, involving the good things available at the season your luncheon is being planned:

Cream of Flower Soup (Cauliflower)	
Radish Roses	Hollyhock Buds (Stuffed Olives)
Escalloped Fish in Cockle Shells	
Roast Duck	
Early Roses (Potatoes)	Garden Gossamers (Sliced Cucumbers)
Kitchen Garden Salad	
Flower Baskets	
Sunflowers (Cookies in this Shape)	Pebbles (Familiar Candies that Imitate Seashore Stones)

The flower baskets are of meringue filled with ice cream flowers, and this course will have to be ordered from a confectioner. Tie the handle of each little basket with bebe ribbon.

THE YOUNG GIRLS' HAMMOCK TEA.

Girls whose homes afford a lawn of any dimensions, with trees and a porch, could give a really delightful afternoon entertainment with only girls as guests with a minimum of trouble.

Beg or borrow half as many hammocks as you will have girls present, to be swung under the trees, on the porch, and wherever a cool spot offers.

For the invitations use correspondence cards, which might be decorated with pen and ink sketches of trees, if there is time for it, and write the invitations in this way:

Miss Adeline Benson
Hammock Tea

22 Vey Street

August 12

From 3 Till 7

Under the greenwood tree—
Who loves to swing with me?

For one feature of the fun have the Progressive Conversation Game arranged from hammock to hammock. Pin to each hammock a card on which is written some topic to be discussed by the two maidens



who sit together therein. Let each pair change every ten minutes, proceeding to another hammock and to another topic. Of course the topics must be chosen in keeping with the warm weather occasion—that is, they must not be too abstruse. A romantic topic is usually enjoyable—for instance, “Is love at first sight ever of the lasting kind?” Or the mystic element would be a good one, as, for instance, “Do you believe in premonitions?” “Is mental telepathy an established fact?”

If all the hammocks are of different colors it would be attractive to have the girls draw, with eyes closed, ribbon lengths of the same color as the swings, proceeding at once to the swing indicated by the color drawn.

Take a general vote as to which hammock partner talked most entertainingly and award a hammock as a prize. A doll's hammock from the ten-cent store might be the booby award, or a dime manual on “How to Talk in Public.”

AN IMPROMPTU PROGRAMME

The rest of the programme might be of an impromptu kind, but each girl who has any particular stunt which she performs especially well, for instance, singing, recitation, monologue, etc., might well be “tipped off” in advance that she is likely to be called on, so that she will come prepared.

The hostess can arrange the sequence in which each girl or group of girls leaves her hammock to contribute her share of the amusement. After the programme is over refreshments will be in order. As a change the company may be conducted indoors for them, or, if preferred, they may be brought out of doors, arranged on a prettily decorated table and then served from hammock to hammock.

When supper is served indoors have the table decorated with special reference to the afternoon. For the centerpiece swing up a doll's hammock filled with candies or favors. This can be swung between two candlesticks which are twined with artificial flowers, or bisque or plaster nymphs can between them hold it distended. For the favors have dolls' fans made to serve as place cards, too, by writing the names of the guests on them. For the refreshments, which come about supper time and so should be rather substantial, serve jellied consomme and crackers, chicken cutlets and peas, with white cream sauce, or, if you prefer, ham mousse, pineapple salad, with cream cheese and wafers; and fondant baskets, delicately flavored, filled with candied fruits.

THE YOUNG GIRLS' SLUMBER PARTY

The latest and most popular affair for a young girl who entertains a few intimate girl friends over night is a slumber party.



Such a frolic is usually limited to not more than a dozen of the little women, and except for amusements, which are simple, no great preparations are necessary.

If possible the party should be given in a bedroom where there is an open fireplace, as the charming firelight adds much to the picturesqueness of the scene and inspires those who have stories to tell or fortunes to read.

Mattresses and springs are removed from the beds and are laid together to form a wide shakedown on the floor, facing the fire, where the girls, attired in kimonos and nightcaps, play simple games, reading palms and indulging in reminiscences of former school years until sleep makes eyelids heavy and puts an end to play.

In the morning a substantial breakfast is served at a comfortable hour, and shortly after this meal the girls take their departure, whether for school or home.

It is customary for the hostess at a slumber party to provide souvenirs of the occasion in the way of dainty boudoir caps made by her own fair hands; dressing jackets or other dainty belongings of slumber time are offered for prizes in the different games or stunts.

SOME OF THE AMUSEMENTS

Toasting marshmallows and popping corn are favorite amusements for a slumber party. A supply of one or the other of these should be laid in, with the means for toasting or for roasting them. Palmistry

is another very popular feature; usually some girl of the party will be clever at this if the hostess herself is not. But in addition to these pastimes all kinds of merry contests can be arranged. For instance, all may be called upon to relate the most stirring adventures ever met with, and a prize may be offered for the story which the hostess decides is most interesting and surprising.

A book of national lullabies with music makes a delightful prize in this competition.

THE GAME OF RHYMES

A childish but very diverting game which the slumberers would enjoy is a contest in outrhyming each other. Here players sit in a ring and the one who is to begin does so by giving aloud an original line to act as the foundation of the rhyming. For instance, she might say:

“When buds appear the spring is near.”

The player seated at her left hand must immediately deliver a sentence which may or may not, according to inspiration, have a connection with what went before. For instance, this second line might be:

“When blossoms ope the spring is here.”

Each girl in turn must then add a rhyme to those which preceded, avoiding all words which have terminated previous lines. If she fails to do so she must withdraw from the circle. The rhyming goes on,

becoming ever more difficult until but one player remains, who is, of course, winner of the prize.

A funny stunt called the Mystery Candle (though not announced as such) can be perpetrated in connection with a good ghost story told by the hostess, who must time herself in advance by the burning of the candle. Just before beginning the tale the hostess arises with some unobtrusive remark about the gas being low and lights the three candles in a candelabra on the table. When she reaches the first thrilling climax in her story the first candle goes out. At the second place where the story takes an unusual turn the second wavers and quickly flickers into extinction, and where the fates of the characters are finally decided the third goes out. These mysterious happenings, which never fail to create astonishment and fun, are very simply explained. The wick is cut through with a very sharp knife at a certain point and the two pieces of the candle stuck together again.

In the morning serve the following menu or a similar one where dainties appropriate to another season are substituted for those mentioned here:

Grapefruit with Powdered Sugar	
Broiled Fresh Fish	
Shoestring Potatoes	Water Cress
Fried Chicken, Escalloped Potatoes	
Toast	Coffee
Baked Apples with Sweet Cream or Canned Cherries	

234 The Mary Dawson Game Book

A WAKE ROBIN AFFAIR

The name of a slumber party suggests by antithesis that of a charming entertainment which is appropriate to any date in early Spring, and which celebrates in advance the much anticipated awakening of Mother Earth from her long winter sleep.

Invitations should be written on cards each of which is decorated with a water-color sketch of the wake robin, the wind anemone, or other early spring flower.

The rooms in which the merrymaking takes place should be decorated with the charming blossoming boughs which any Japanese shop can furnish for the purpose. Or if this makes the trimmings too expensive, arrange the following good substitute:

In country lanes and woods secure some small dead saplings or branches of larger trees. Make these blossom miraculously with tiny paper blooms which are the easiest thing in the world to prepare. Simply cut from paper wee circlets either white or pink, crush each slightly in the fingers and attach with invisible thread to the branches.

It is attractive to have some of the trees or branches covered with white blossoms, while others are decked out in yellow or pink.

It is a pretty detail to cover the floor with strips of green cheesecloth or paper muslin to suggest the vernal aspect of the wakening earth, but if this adds too much to the cost it can be dispensed with.

As the young people come in give them slips of paper on which are written halves of verses about the spring. Have the verses intended for the girls on paper different in color from those planned for the boys and then have all match up.

Of course the boy and girl whose verses match become partners and receive between them a catalogue of the floral art gallery.

These catalogues are simply little blank books covered with white paper or linen, and having a decoration of flowers painted or pasted on the outside. In each is a series of numbers with blanks opposite, where the names of the flowers as they are discovered are written. Each flower is represented by a picture clipped from an advertisement or some book or a small object, the puzzle itself being attached to or mounted on a card.

THE HIDDEN FLOWERS

Each card or mount should have a number in gilt, this representing its sequence in the catalogue. Some of the following flower names, with suggestions for illustrating them, may be of help to the party giver:

Two serene Philadelphians of olden time—Quaker ladies.

A frisky goat and a teacup—Buttercup.

A windmill in motion and a flour label—Windflower.

A rosebud mouth cut from an ad.—Tulips.

Portions of a paper of pins—Rows (rose).

A SURPRISE PARTY

Although changed and improved by new plans and especially by new games, the old time Surprise is still a prime favorite for the birthday parties of both sexes.

For one thing, it entails no expense upon the recipient unless, indeed, he or she is tipped off as to what to expect, and adds one or two goodies to the picnic spread brought by the guests, which is sometimes done. And for another, no great elaboration is possible with the result that every one feels jolly and informal from the start. Here is an invitation rhyme to inspire others, as many entertainers wish only the rhymed note for their informal parties:

Next Wednesday, October Twentieth,
My brother's twenty-one,
I want to celebrate the day
And have a lot of fun.
A freedom party it will be
(But come as a surprise,
So as to bring a deep amaze
In Warren's dark brown eyes.)
We all will meet at Simpson's house,
Collecting at the gate,
Pray join us there (we'll all be prompt)
At (sharp) fifteen past eight.
By ere the date a line please send
With "yēs" or "no" unto
Your friend,
(Name of Entertainer.)

Among the amusements appropriate for a party of surprise nature are any of the good impromptu games described in other portions of this book, or a phonograph programme, phonograph music and dance, a search (girl's birthday) for paper hats, a search (man's birthday) for chocolate cigarettes.

For a girl's surprise party, owing to the fact that it is difficult to get rid of the guest of honor in time to prepare anything elaborate in the way of decorations, crepe paper makes a good choice. This can be cut in advance in strips like broad ribbons, or the garlands already cut can be used. Tack one garland, pinning or catching with thread to each corner of the table, then swing them to the top of the chandelier and catch them there. Now swing each garland out to one corner of the room, catching it up gracefully in a festoon. Use garlands of the alternating color in between the four already placed, tacking and festooning in the same way, and again carrying them far out to the walls, fastening there. Pink and white is a pretty color combination or pink alone can be used.

For the supper let one person bring a nice cake, one a large pot of coffee, one a plate of sandwiches, one olives, and one pickles.

Vertical line on the right margin.

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

30

31

32

33

34

35

36

37

38

39

40

41

42

43

44

45

46

47

48

49

50

51

52

53

54

55

56

57

58

59

60

61

62

63

64

65

66

67

68

69

70

71

72

73

74

75

76

77

78

79

80

81

82

83

84

85

86

87

88

89

90

91

92

93

94

95

96

97

98

99

100

101

102

103

104

105

106

107

108

109

110

111

112

113

114

115

116

117

118

119

120

121

122

123

124

125

126

127

128

129

130

131

132

133

134

135

136

137

138

139

140

141

142

143

144

145

146

147

148

149

150

151

152

153

154

155

156

157

158

159

160

161

162

163

164

165

166

167

168

169

170

171

172

173

174

175

176

177

178

179

180

181

182

183

184

185

186

187

188

189

190

191

192

193

194

195

196

197

198

199

200

201

202

203

204

205

206

207

208

209

210

211

212

213

214

215

216

217

218

219

220

221

222

223

224

225

226

227

228

229

230

231

232

233

234

235

236

237

238

239

240

241

242

243

244

245

246

247

248

249

250

251

252

253

254

255

256

257

258

259

260

261

262

263

264

265

266

267

268

269

270

271

272

273

274

275

276

277

278

279

280

281

282

283

284

285

286

287

288

289

290

291

292

293

294

295

296

297

298

299

300

301

302

303

304

305

306

307

308

309

310

311

312

313

314

315

316

317

318

319

320

321

322

323

324

325

326

327

328

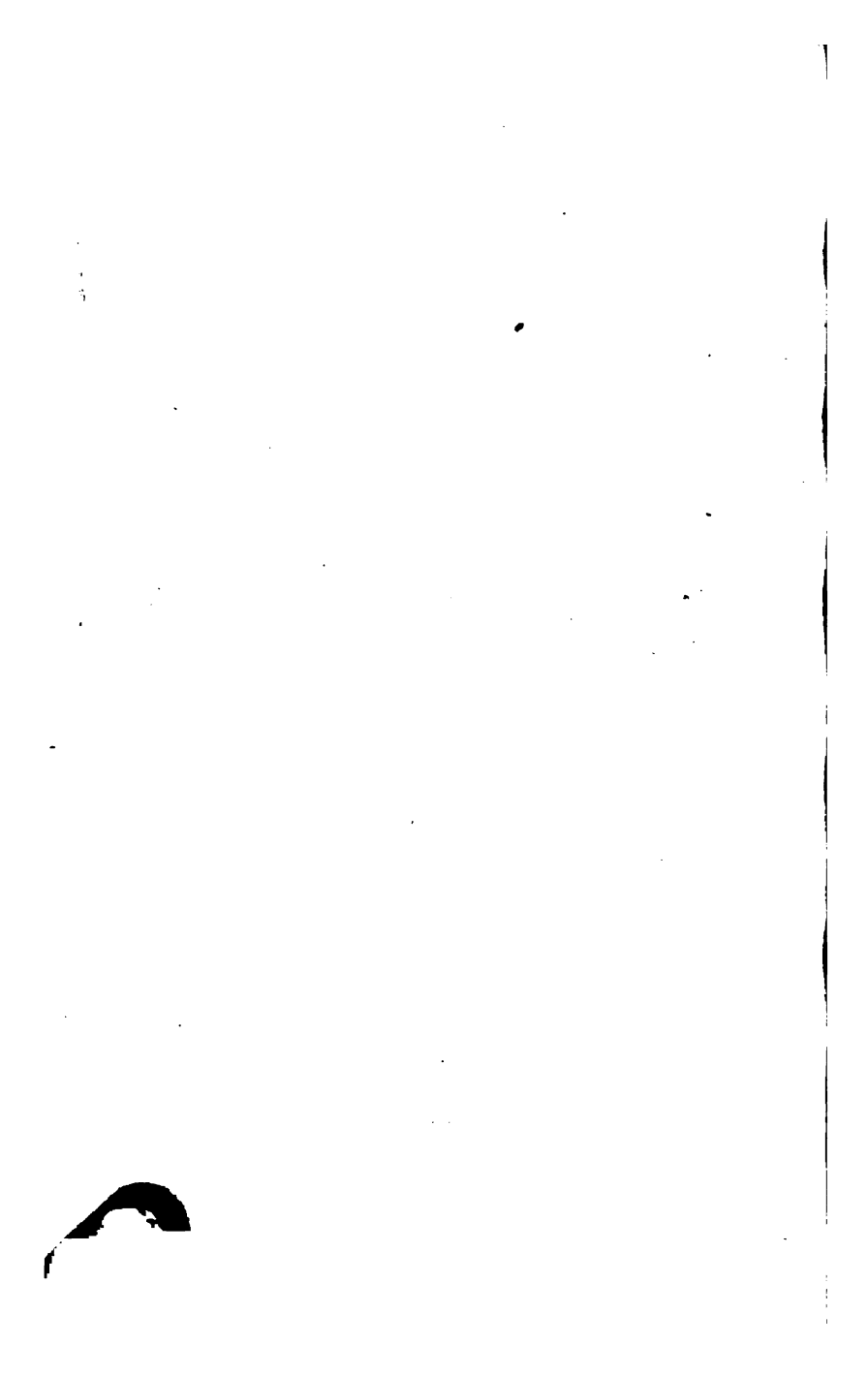
329

330

331

332

**GAMES AND PLANS FOR SPECIAL
OCCASIONS**



A PARODY PARTY

BRIGHT people can have real amusement in a series of parodies. The plan is a splendid one for an evening when only married couples take part. College girls, too, would find it readily adaptable.

A good way to get it up is to ask the groups to come prepared to act out a parody of something, either a play, an opera, or simple everyday life. Have a stage imagined back of the folding doors, with seats for the audience opposite, etc.

Or the whole affair may be impromptu. Thus, the men may be sent into the library or on the porch to smoke for fifteen minutes, while the women of the party get ready an impromptu parody. A good one is a take off on "A Busy Day in a Man's Office." The idea is to compare it with a busy day of the average housekeeper. Again, the men may want to retaliate by parodying a woman's idea of system and showing how her busy day is managed.

Another parody could be "The Men When They Are Ill," performed by those who wait upon them at such times and, therefore, able to speak with knowledge.

To this the men might come back with "An Afternoon's Shopping."

In fact, even when everyday topics are chosen the variety possible in subjects is very wide.

A LITTLE FESTIVITY FOR SHUT-INS

There is one class of people but little remembered in the way of entertainments, and, notwithstanding, among the most appreciative recipients of any amusement, however unpretentious. I mean the "shut-ins."

Let those who have occasional leisure in which to do it and kindly feelings to prompt them, give a little frolic from time to time for some shut-in friend, and discover for themselves how much real pleasure there is in the friendly work.

For instance, the shut-in may be surprised by a house picnic as informal as it is funny. No hint of the affair must be given to the invalid or allowed to leak out to the family, although the leisure day of the household may be selected for the "Visitation."

Each member of the party comes carrying a lunch done up daintily in a box or basket, and all club together to prepare lunches for the shut-in and for any members of the family who live at home.

At a certain point of the proceedings some member of the party collects the mysterious boxes and packages

with which everybody comes armed, and slips away with them to the dining-room. When twenty minutes later the party is conducted thither no baskets or other receptacles are in sight, but a number of tapes running out from beneath the table. Each person present pulls a string and obtains a lunch, seldom the one he or she brought. These are placed on a crepe paper tablecloth brought by the visitors and spread upon the floor, around which guests sit picnic fashion.

After the surprise and the fun of the odd feast are over the afternoon can be spent in pleasant games and contests, for which those who make up the party can provide prizes in advance, though this is not necessary.

For such a game try this good version of a familiar drawing amusement: Give each person a long piece of paper, say foolscap, and a pencil. At the top of the paper he or she must draw a picture. This may be on any subject, topical, personal, historical, or the like. The only requirement is that it represents something with which the other competitors are or might be familiar.

Having drawn the picture, the player writes at the extreme end of the sheet of paper the subject he intended to represent, folding up the end of the paper so as to cover the name.

This is passed to the next player, who also writes his impression of the subject, turning up his guess in

the same way. When all present have inspected the papers and written their guesses, the folded-down part is reopened and read aloud, when the diverse guesses, especially when taken in consideration with the actual drawing, will cause an explosion of mirth.

Again, in surprising a shut-in the guests might come prepared for a pure food exhibit. This is a variation of the ever good smelling game. Various foods including different kinds of flour and cereals, different spices and condiments, dried herbs and whole grain, are bottled up and on each bottle is pasted a label on which a number is written.

There should be from fifteen to twenty bottles of a convenient size. To play the game have the bottles in a basket or on a tray and present each competitor with a card with a pencil tied thereto. Ask the company to write down the left-hand margin of the card the numbers from one to twenty, or from one to fifteen if the bottles are but fifteen.

Now pass the bottles from hand to hand and let all guess what each vial contains, identifying it with the number on the bottle.

The herbs and spices will puzzle even the capable cooks of the party. Difficulty will be found in distinguishing between the different brands of flour. In cornstarch and arrowroot will lurk a snare for the unwary, and the very cereals we enjoy at breakfast time will become elements of puzzlement.

At the end of twenty minutes or thereabouts the cards are collected and those who have won high averages as guessers are rewarded with gifts.

Dainty edibles, such as cakes, jars of cookies, stuffed prunes and dates, candies, papers of chocolate, etc., make good prizes for such a contest.

GAMES FOR A MAINE PARTY

I

Maine is called the Pine Tree State in the catalogue of State nicknames. Give each player a card and pencil and see how many can draw pretty sketches of pine trees. Let all whose drawings pass draw for a prize.

II

Secure a set of picture postals from any dealer representing views of different portions of the State of Maine. Cover the names on the cards, number them, and let all guess what lake, monument, harbor, or the like is represented. Another way to use the picture postals would be to cut them in small pieces and jumble the fragments, then let each try to be the first to piece one together. Cut one postal for each player, regulating the quantity of pieces in this way by the size of the company.

Instead of mixing the pieces all together, give each a picture postal cut up in an envelope sealed. When

246 The Mary Dawson Game Book

the handkerchief drops let all open their envelopes and see which can first piece together his picture. This one wins the prize.

Instead of covering the names on the postals as described in the second game, players can be asked to tell what they know about the pictures. Thus, if Mount Katahdin is represented, let them tell what they know about this eminence.

Or test the knowledge of the players with regard to their State by a question contest. Here are some of the questions that can be asked:

ALL ABOUT MAINE

In point of situation how is Maine different from other States? It is the most easterly of all the United States.

What is its greatest length? About 303 miles.

Its greatest width? 212 miles.

How many miles of water surface are comprised in its area? 3000 square miles.

In point of size how does it compare with other States? It is the thirty-fifth in size.

How many lakes are there in the State of Maine? About 1580.

Marks of what period are found in parts of the State? The Glacial Period.

What is one of the most important wealth-producing minerals of the State? Granite.

Why is it called the Pine Tree State? Because of its forests of conifers.

What about shipping interests along the coast? Maine has more good harbors than any other State.

How did the State obtain its name? It was named Maine from being the Main-land as distinguished from the islands.

These suggestions can be imitated by those who wish to give a party founded on any State other than Maine by substituting facts and legends of their own State.

GAMES FOR A TENNYSON PARTY

I

Give each player a card and pencil. Read aloud a short poem from the works of this author, omitting certain words. Wherever a word is omitted the reader says "Space." Those who are competing then fill in the word if they remember it, and if not, guess what it should be. At the end of the reading the list which shows most correct words wins the prize. A short pause should be allowed after each "space" in order that players may be enabled to think up the word.

II

Give each player a folded slip on which is written the name of some poem of Tennyson. Paper and

pencils are passed at the same time, and the object is to see who can draw the best picture illustrating the title. The hostess awards a prize for the one considered best without telling the subject, after which another game is inaugurated, the object of which is to see who can name most of the pictures represented.

III

Have a picture or bust of the poet on a sheet after the manner of the immortal Donkey Party. Blind-fold each player in turn and send him or her to pin a tissue-paper laurel wreath over the poet's brows.

IV

Have a set of tableaux representing pictures from Tennyson's works. Among the many good ones to illustrate would be Launcelot and Elaine, The May Queen, Lady Clare and the Nurse, The Lotus Eaters, The Princess, The Lord of Burleigh, Locksley Hall.

V

Select one poem for discussion and offer a prize to the one who speaks most entertainingly on it. A short poem, such as The Reconciliation, or a longer one, such as Locksley Hall, would afford food for thought.

GAMES FOR AN INDIAN PARTY

Have ready a copper cent of the old coinage. Pass this rapidly around the circle. Then distribute cards and pencils and see who can in ten minutes sketch the best likeness of the design. Give the cent as a booby.

Draw on a curtain a likeness of Sitting Bull or any chieftain minus the crown of feathers which "keeps his wigwam." Give the players each a feather cut from stiff paper, blindfold, and send them in turn to pin their feathers in the chief's crown.

Give each player a small inexpensive doll and some colored tissue-paper. See who can in half an hour dress the most attractive Indian doll. Color for darkening the face and mucilage for pasting the clothing must be at hand.

Draw with chalk, "moccasin prints" on the floor quite a space apart. See which boy and girl can walk across the floor always without fail jumping on the moccasin prints.

See who can cut an Indian head out of paper and produce the best effort. This can be done with eyes closed, for mirth only, or with eyes open as a prize game.

Have twelve selections from Hiawatha. Transpose the words in each (not the letters). See who can in twenty minutes reconstruct the jumbled phrases.

GAMES FOR A GOOD LUCK OR FAREWELL PARTY

I

Cut four-leaf clover from green paper or cardboard. Hide these all around the room. Arrange a search for them and award a prize to the one finding most. Gilt and silver clovers may be included with the green ones. The silver shapes count for five green ones, and the gilt shapes for ten.

II

Silver paper horseshoes could be used in the same way.

III

Wish-bones can be cut from cardboard and hidden to be searched for.

Contests can be arranged in cutting a wish-bone out of paper, drawing it on a card, or drawing it on a blackboard. The same contest can be arranged as a non-sense game by having the players keep their eyes closed.

IV

Pass cards and call on each to write down an explanation of the good luck clover, the lucky horseshoe, wishing on a wish-bone, etc. Cardboard horseshoes filled with candy might reward those who succeed best.

V

Make, or order from your carpenter, a big horseshoe. Then gild or silver it. Have little rings of bent wire covered or not with ribbon. Have the horseshoe hung up with "horns" tilted forward. See who can ring most of his circlets on the horns.

VI

The same kind of a contest could be arranged with a gigantic wish-bone of plaster Paris.

VII

Have a ship drawn on a curtain after the manner of the tailless donkey. On the sail have the name The Good Luck, The Speedwell, or Bon Voyage. See who can with his eyes blindfolded pin a flag on the topmast of the ship. Or the flag to be pinned on may name the ship. One flag could be Speedwell, another Bon Voyage, another Good Wishes, and so on.

VIII

Pass cards and see who can write the best short expression of good wishes in prose or, even better, in poetry. Limit the verse to four or to eight lines, as preferred. This contest may be made more difficult by naming some certain word which must be included in the attempt.

IX

When the honoree is to travel, adopt this amusing way to present him or her with a souvenir of the last evening together. The hostess provides a pack of blank cards and some pencils. Each guest takes a card, and on it—having first imagined the honoree somewhere in Europe, we will say, for instance, in St. Paul's, London, in the Alps, or the like—draws a picture representing him or her there. No one is excused because he cannot draw, for crude pictures make much fun. Now bind all the cards together with ribbon and present them to the guest of honor, to be opened and enjoyed when far away from home, perhaps when an attack of nostalgia inclines the wanderer to "blues."

GAMES FOR A SHAKESPEARE PARTY

Have a plaster cast of Shakespeare's head on a pedestal or some other prominent place and wreath it with vines. I have seen wee papier mache heads of Shakespeare, which when opened proved to be candy boxes. These might be distributed as souvenirs if your dealer keeps them. If not, give little imitation bronze or plaster heads of the Bard of Avon. These are easily found.

For one game you might have everybody name some flower mentioned by Shakespeare, keeping a volume of the plays on hand to decide any question which may



come up. Any one who cannot name a Shakespearian blossom must pay some very absurd forfeit. A very laughable forfeit that I heard of lately is to have the culprit paint a picture in the air, using his forefinger to paint with.

Buried Characters is another interesting puzzle. For it a dozen or more names from the plays are selected, and on them is constructed a series of conundrums each of which suggests one of the characters. Here are a handful of rough examples. They are not intended to be used as they stand, but merely to show the plan: A timid bolt. Shylock. A canine bush fruit. Dogberry. An imitation support. Falstaff. A February token. Valentine. A heated incentive. Hotspur. A criterion or test. Touchstone.

Another amusing way of passing half an hour is with a Shakespearean story. This is a short tale written around the titles of the plays, which are left blank to be guessed, for a prize. The story might run somewhat after this plan:

Once upon a time an old (Merchant of Venice), while journeying to visit his Grecian friend (Timon of Athens), was overtaken by a violent (Tempest). With the philosophic remark that (All's Well That Ends Well) he took refuge in an inn where everything appeared very much (As You Like It). His companions in misfortune were (Two Gentlemen of Verona), who, while only distantly related, so closely resembled

254 The Mary Dawson Game Book

each other that (A Comedy of Errors) through mistaken identity was constantly being enacted, etc.

It will be found easy to get up a story including quite a number of the plays and to make it very bright. This puzzle and the foregoing are rather similar in character, so that but one of them will probably be used at a time.

Shakespearean riddles are amusing and are not difficult to get up, using a book of familiar quotations. A set of them invented by a clever entertainer of this city included the following:

Quote the medical advice of the Christian Scientists from Shakespeare? Throw physic to the dogs.

How did Hamlet resemble a dressmaker's mirror? He was, according to Ophelia, the glass of fashion.

The title of what Shakespearean play describes the failure of a suitor cut out by a rival? Love's Labor's Lost.

Describe in Shakespearean language the girl who became dreadfully freckled and tanned at the ocean this summer? She "suffered a sea change."

A dozen or more of these catches can be written on pieces of green tissue-paper crumpled to represent lettuce leaves and served as a Shakespearean salad.

The ever popular Donkey Party idea could be introduced by drawing on a sheet a pseudo-head of the poet and having everybody try to pin a laurel wreath in the proper position on it. Give a pretty



hair ornament or a Shakespearean birthday book for the best blindfold work, or you could simply award a point in each contest and give nicely bound volumes of the works as prizes at the end of the games.

The supper table can be rendered very pretty by using the Swan of Avon idea. Fill one of the pretty porcelain table swans with flowers and arrange it in the center of the board on a circular mirror, surrounded with a wreath of green. Have the little busts of the poet for favors and the Shakespearean salad as an after course. Have wee candy boxes in the form of books filled with sweets instead of the more usual bonbon dishes. The place cards, if these are used, could have thumbnail sketches representing Portia, Viola, Juliet, and other heroines, with quotations. Each player should be required to say from what work his sentence was taken. Or you can choose quotations which seem to hit off some little characteristic of each guest. These, if you have time for them, are always amusing.

A menu, not too elaborate, would be: Clear consommé with bread sticks. Creamed oysters in paper cases. Chicken salad. Maple Parfait. Cake. Coffee.

HOUSE PARTY AMUSEMENTS

This account of a pleasant little house party in a smart suburb was given by one of the young girls who took part in it:

"On the first day of the gathering, as the weather proved somewhat torrid," she described, "everything was quiet and leisurely, as befitted the thermometer's register. We strolled here and there about the beautifully shaded grounds, and everywhere found some little diversion arranged, which, if fancy prompted, one could indulge in without much exertion."

RIDDLES

"For instance, the many among us who adored conundrums were quick to discover the little cards with riddles written on them which were tied with ribbon in among the foliage of trees and bushes.

"The conundrums themselves were on white cards, and the answers on others of pale yellow or blue tint, making it impossible to read the answers first and so spoil our fun. Our hostess had been extremely clever in gathering up new 'puniana' for this pastime. Some original questions, the answers to which were playful hits at different members of the present company, were included among the conventional ones, and while less truly witty perhaps, were much enjoyed, because of the local color on which they were built up.

"It occurred to me in this connection that any one not wishing to use the riddle idea might substitute penny prints of celebrities, unidentified by names, tying them among the leaves in the way described."

THE DRYAD

"Another delightful feature of the first day was The Dryad, who, perhaps in view of the fact that it happened to be midsummer eve, read our fortunes by a ceremony which, it was hinted, had been derived from the ancient Druids and preserved for generations by the tree nymphs that dwell in hollow oaks.

"Our entertainer, under some other pretext, conducted us about sundown to a pretty little group of trees known to the home dwellers as The Bosquet. Here we were brought suddenly face to face with the Dryad, who, wearing a green flowing robe and a flower wreath in her hair, might have stepped out of the giant trees of the group which surrounded us on every side.

"Naturally we agreed with enthusiasm to her suggestion that she should tell our fortunes or, rather, interpret them, each seeker after fate really deciding his own."

FORTUNES

"To arrange for the ceremony the wood nymph produced six large and perfect oak leaves, which she ranged in a row on the turf. On one she put a little moss, on another a forked twig; third, meadow grass woven in a ring; fourth, a bit of brier; fifth, a laurel leaf; sixth, a flower.

"The person whose fortune was to be told knelt in

258 The Mary Dawson Game Book

front of the Dryad and closed his or her eyes. The spirit, murmuring a charm in which we could distinguish the names of various trees and plants woven into rhyme, carefully changed the position of the oak leaves.

"The person kneeling was then directed to extend a hand and touch one of the leaves. According to the object on the leaf, it was understood, so would the fortune of the subject be. The moss, interpreted, meant wealth and ease, symbolizing in woodland imagery a bed of luxury through life. The forked twig meant either a lifetime of erratic, disagreeable disposition or some great trial in existence. The grass ring meant approaching marriage; the brier, obstacles in the way of fame or love; the laurel stood for celebrity and success in some form of endeavor, and the flower was interpreted good fortune in love.

"Needless to say we all tried our fates ere the nymph was permitted to return to her oaken retreat."

DRAWING NOUNS

"During one afternoon we had a diverting porch contest, played in this way: The men of the party chose partners among the girls, and to each partner of the sterner sex was given a card and pencil.

"At the same time folded slips of paper were distributed among the girls. On these were written nouns, the nature of which would make them rather

hard to guess, as a comet, a boulder, a stepladder, a fish net, etc. Each man was then asked to make a drawing of the word his partner held, eliciting all information by questioning her. Any question but the name of the object could be answered by the girl, who was not allowed, however, to give information unsolicited or except in direct answer to some query of her fellow-worker. The last half-hour devoted to the questioning and drawing was certainly a most mirthful one, and at the end of that time the cards were collected by the entertainer. Copies of a new puzzle were given to the six persons who proved cleverest in collaboration."

RACES

"The fun of another afternoon was different kinds of races, one a most amusing, simple one, where nuts were propelled over a certain portion of the gravel walk agreed upon as a course. The entertainer provided a dish of English walnuts for the purpose, and some halves of ordinary dowel rods to push them with. Some obstinate little bunkers were formed of pebbles to increase the difficulty and the fun of the feat.

"Again we ran in couples, carrying big red cherries poised on knife blades, and the one reaching the goal first was winner of that particular contest. Afterward winners matched winners, until but one player remained. If one's cherry rolled off the knife the

player was obliged to stop in his course and pick it up, using the knife blade without assistance from fingers.

"One evening we devoted to amateur theatricals, without which the pleasant programme might have seemed rather incomplete. By deciding upon a pantomime we dispensed with the necessity of memorizing lines, one or two short rehearsals being all that were necessary. A very clever original idea was found for the gesture story, for which a Japanese setting was specially desired as being at once easy to costume for and picturesque.

"We announced as the name of the piece 'The Romance of a Paper Fan,' and by means of crepe paper in Japanese design, screens, lanterns, etc., the stage was made to represent the surface of the little folding breeze maker. From this fan the various actors were supposed to have stepped down; the resultant romance, which was of a highly melodramatic and exciting character, taking place in Tokio of the past. It was acted out entirely with the aid of gesture and facial expression."

THE SUPPER GAME

"Sometimes throughout our week at the Towers the meals were conventionally served, but oftener than not there was introduced some new little trick which made for mirth and novelty.

"Thus, one evening the pretty table was laid under

the trees on the lawn, but all the different cold viands that went to make up the delicious picnic menu were hidden away wherever nooks for hiding them offered, as in the shrubbery, the corners of the porch, under the rustic benches, and so on. Every little while, however, a shout of triumph from some nearby point would proclaim that a member of the party had discovered the silver flagon that contained the iced coffee, or the basket with the roast fowls, or the pasteboard box in which biscuits or cake were tucked away. At the end of fifteen minutes the menu was complete and dinner was announced."

GAMES FOR AN EVENING IN BOSTON

This illustrates how the special features of a city can be used as a basis for games.

I

Draw on a sheet arranged as for the Donkey Party a hub. Then give each a strip of cardboard representing a spoke. Blindfold each in turn, according to the sequence of the numbers written on the spokes. Then see which can soonest pin his spoke to the hub.

II

The same game can be played in another way. Lay a cardboard circle representing the hub on the floor

262 The Mary Dawson Game Book

in the center of the room. Then let the blindfolded players in turn try to place the spokes in the correct position. All those who succeed draw for the prize.

III

The hostess gives each player a piece of cardboard, scissors, and pencil. A prize is awarded for the best map of the state of Massachusetts made by any player—the competitor to both shape the outline and mark in the geographical features.

IV

Arrange a puzzle game founded on the names of streets. This may be arranged after the manner of a traveler's journal, telling of what he saw in a tour of the city. Thus, "One thing I saw was a bright beckoning luminary" (beacon), and so on.

V

See who can, in five minutes, write the longest list of streets, arranging them in alphabetical order.

VI

See who can make the best sketch of some celebrity of Boston fame, either of former times or of today. This sketch can be done with eyes open or closed, or drawn between points marked on the card by the entertainer.

FUNNY STUNTS FOR A SUPERSTITION PARTY

The Carrie Nation game, named for the Carrie of bottle-smashing fame, now almost forgotten, would be a good one for a Superstition Party, as it involves breaking glass, an omen of which many are afraid. Spread a large sheet or counterpane in the middle of the floor and let all try to break the bottle with a small hatchet or tack hammer thrown from the opposite end of the room. As soon as one bottle has been destroyed another is produced.

Have ready some peacock feathers and let the unmarried girls each wear one for a certain length of time under penalty of paying a forfeit. This is fatal to hopes of matrimony in the minds of many superstitious people.

While the girls wear the feathers, the men of the party may be required to open umbrellas—and thus to the superstitious mind deliberately invoke the imps of ill luck.

GAMES FOR EITHER A HARD TIMES PARTY OR TACKEY SOCIAL

I

Pass around cards and pencils. Ask each to write down a quotation or proverb about poverty. All whose quotations pass muster draw for the prize.

II

Pass cards and see who can with eyes closed or open, according as you prefer, draw a picture of a scarecrow.

III

See which man and also which girl can write the best essay on "How to dress on a hundred a year."

IV

See who can write out the longest and best list of what can be bought with a nickel. The dime could be substituted for the nickel if preferred. Give the coin in question as a prize, but let this come as a surprise.

V

Have a clothes-basket filled with rags cut as if for rag carpet. See who can in three minutes tie the longest string of these, knotting them together so that they may be pulled without giving. Or the girls might "sew rags" which their partners hand them. Some one who understands rag carpet weaving should award the prize.

Many other games could be played with the rags. For instance, let each girl have a partner and give each of the couples a handful. It is the object of the partners to start in opposite directions, laying a border of the rags completely around the room and to join each

other with border completed sooner (that is, in fewer moments by the watch) than any other couple.

VI

Pass pencils and paper. See who can write down or draw the design of the decoration on a dime. Prize for the one succeeding best.

VII

Read or recite in costume "The Raggedy Man," by James Whitcome Riley.

VIII

See who can write the best poem about "The Broad Highway," or other phase of Hobo existence.

IX

See who can draw the best picture of a tramp. The picture can be drawn with eyes open or shut, according to preference. The latter, of course, affords a nonsense game pure and simple.

THE TRAMP'S STORY

Cards are passed around, on which, it is explained, are written some sentences chalked up by a tramp on the door of a farm-house where he had been refused food and lodging. The players are asked to continue the story. Here is the beginning:

266 The Mary Dawson Game Book

This 1 is very +. It will not be Ez to get T here. She will give U o. (Translated it reads: This one is very cross. It will not be easy to get tea here. She will give you nothing.)

Award a prize for the cleverest complete message. Or the hostess might write out a longer message if she prefers and let the guests translate it for a prize.

HARD TIMES GAMES

Hard Luck Story. All sit in a circle and the leader begins in a dismal tone a story of very hard, although comic, luck. Each one adds to it as his turn comes and any one who cannot carry it on must withdraw from the circle.

The same game can be played with a handkerchief. Thus, the leader after beginning the story throws the handkerchief with a knot tied in it to some one else in the circle—whomsoever he wishes to follow him. This person continues it a little further and then throws the handkerchief to some one else, who must continue it without pausing to take thought, and so on until all have helped to make it a continued story.

GAMES FOR A TACKEY PARTY

Let each individual player receive a dozen tacks. Let a boy and a girl match each other in the first

rounds. The couple matching each other kneel in front of a board. The girl is allowed to start by three tacks. The object is for the boy to overtake her and distance her by hammering all of his twelve tacks in the board ere she can place her full quota there. The one who comes out ahead is entitled to draw for the prize awarded when all have competed.

For a "Just Girls' Party," or where there are fewer boys than girls, the girls compete with each other without handicap.

Jackstraws could be played with the tacks in a novel way. Empty a package of carpet tacks in the center of a table around which players sit. Give each player two match sticks or toothpicks. When the bell rings all begin to dip the tacks up from the pile with the toothpicks. The one who has most in his heap when the bell rings once more wins a prize.

Or a progression with a tackey game at each table could be arranged. For instance, have the two given above at the first two tables. At a third have the players guess the number of tacks in a pile in the center of a table or in a package of them. The number should be slightly changed between each round. Fourth, have a square of cardboard or soft blotting-paper, also some sharp tacks. See who can drop a tack in such a way that it sticks upright.

In the foregoing game each tack stuck upright counts one point. Another version might have a blotter

268 The Mary Dawson Game Book

divided into circles. The inner circle counts fifteen, second smallest ten, and widest five points for any tack that is stuck upright in it.

THE RAG BAG

A street Arab. Ragamuffin.

Quaint and pretty on the floor. Rag carpet.

A loose overcoat. Raglan.

A dainty French stew. Ragout.

A poem by James W. Riley. The Raggedy Man.

Hogweed and ambrosia. Ragweed.

A lowly wage earner. Ragpicker.

The rabble. Ragtag and bobtail.

Well worn. Ragged.

HOW TO SPEND A MILLION DOLLARS

Those who enjoy written contests might give each player a little booklet and pencil and ask him or her to write a short essay on "What I Would Do if I Suddenly Inherited a Million Dollars?" without restrictions of any kind. The essays might take a comic, philanthropic, or sensational form. Twenty minutes to half an hour would not be too long a time to allow. A prize is awarded for the best, or there might be a prize for the best humorous treatment and for the best serious treatment.

At either a Tackey or Hard Times Social have all march into table to the tune of "Tramp, Tramp, Tramp."

GAMES FOR A WAGNER SOCIAL

At a successful Wagner evening given to musical students the central figure of the decorations was a large plaster cast of the composer with base prettily garlanded with laurel.

Pictures hung here and there to replace those usually on the walls showed the Festival Theater at Bayreuth; celebrated singers in Wagnerian rôles; or, artistic conceptions of Wagnerian heroes and heroines. In fact, anything akin to the subject of the hour and decorative.

When the number of those expected was complete each guest received a card with pencil attached, at the head of which was written the name of some Wagnerian opera.

As the company were somewhat more numerous than the works of the masters, some of the titles were found to be duplicated.

Each player on receiving his or her card was asked to relate in short form the story of the opera whose name occurred at the top. Twenty-five minutes were allowed for the task. At the end of that time the different stories were read aloud. A prize, consisting

III

Tableaus or scenes from one of the many popular light operas of the past which have Japanese motives—the Mikado, etc.—would be attractive. Where there are several good voices the musical scenes could be given.

IV


For games have an egg-shell race where blown eggshells are wafted over a prescribed course with whiffs from a paper or palm-leaf fan. Give the fan as the prize. Winners can match winners until a champion is found.

V

Display a dainty tea cup or plate on a table, pass cards and pencils and see who can make the best pencil sketch of the cup and saucer as a whole or of the design on the plate. Give the article displayed as a prize for the best work.

VI

Have a roughly drawn map of Japan on a strip of muslin and tack it up in the folding doors. Give the player who has been blindfolded a tiny Jap doll and a pin. See who can place the doll nearest the dot known as Tokio. Each player is blindfolded in turn and is sent to pin the doll. It adds to the excitement if twelve strides only are allowed in which to reach the map.



VII

Give each player a strip of cardboard and a charcoal crayon. Between bell signals, which are five minutes apart, it is the object of each player to write down as many Japanese names, geographical, historical, political, etc., as he can recall. The object of having the soft crayon is to make the slip as Japanese as possible, and, in fact, the red paper which is so characteristic and can be obtained in the Chinese quarter can be used for the slips. However, any paper and pencils will do.

VIII

Or the following skeletonized words can be written on cards, which are distributed with pencils, and players be asked to fill them in so as to have complete Japanese nouns:

- | | |
|-----------------|----------------|
| 1. T --- o. | 7. Y ----- a. |
| 2. S --- ra - . | 8. S ----- m. |
| 3. Mi ----- . | 9. P ----- a. |
| 4. S ----- a. | 10. N - gi. |
| 5. T --- . | 11. S ----- n. |
| 6. R -- e. | 12. G ----- a. |

ANOTHER WAY

To play the same game involving the same terms would be to call on each person present to answer in writing the following questions. Write the questions

274 The Mary Dawson Game Book

on cards decorated with a sketch of a little Jap maiden or a fan, a lantern, or a Japanese plum blossom:

1. Locate Tokio on the map.
2. Who were the Samurai?
3. Who is the Mikado?
4. What is Satsuma ware?
5. Who was the celebrated Togo?
6. Tell what you know about rice cultivation.
7. Where is Yokohama?
8. What is Shintoism?
9. Describe the Pagoda style of architecture.
10. Who was General Nogi, and what was his end?
11. Tell what you know about the Shogun.
12. Who are the Geisha girls?

It will be seen that the answers to the first set of skeletonized words are found in the second set of questions, taking them in the order given.

IX

Ring Toss, Battledore, and Grace Hoops are pretty sports that have a Japanese suggestion, and may, therefore, be appropriately used for a Japanese Party.

X

Ring Toss played with the rings and post covered with tissue-paper or natural flowers is charming for the same kind of party.

All kinds of pretty games can be arranged, too, with Japanese paper fans. "Battles" in which tissue-paper roses are tossed across a chalk line and batted to and fro, the company taking opposite sides on opposite sides of the chalk line is one such. Or cotton wads, folded square in Japanese colored paper napkins, can be used in the same way. Or the contest could be to see who can longest keep two such wads in the air without allowing them to once touch earth, the battle-dore being a paper fan. Or the game might consist of giving a player three paper roses and a fan, each endeavoring to hit a long-distance mark with his flower.

A VISIT TO THE WHITE HOUSE

To arrange it cut little white houses from white cardboard or heavy correspondence paper, and on these write the following invitation:

"You are cordially invited to pass an evening with the Presidents of the United States at 45 Swathmore Street, on October —, at 8.30. R. S. V. P."

When the guests arrive they find the hostess and any girls whom she may have receiving with her attired in quaint old-time frocks suggesting Martha Washington or Dolly Madison, and with powdered hair. The walls of the room into which they are ushered are hung with white (sheets or crepe paper), and in some prominent position is a large picture of the

276 The Mary Dawson Game Book

first President surrounded with red, white, and blue bunting. Along the walls are tacked up pictures of the succeeding Presidents from Adams to Taft inclusive, but arranged out of their historical sequence and having numbers, but no names. The penny prints furnish these likenesses and many can be obtained from back numbers of magazines.

Each guest receives a little blank book which may be covered with fancy paper or linen. On the cover is painted the title, History of the Presidents of the United States. Inside are the numbers corresponding with those on the pictures, and opposite each number in the book players are requested to write the subject of some portrait when this shall have been guessed. The ladies' prize in this contest could be a little doll dressed as a Colonial dame and suitable for use as a tea cozy. The gentlemen's prize might be a little book of maxims drawn from the writings of different Presidents either compiled at home or from the booksellers.

A contest in seeing who can name most Presidential nicknames is also in keeping.

For it cards and pencils are distributed and each player is requested to write down all the nicknames applied to our Presidents that can be recalled. "Honest Abe," the nickname of Lincoln, and "United States," that of Grant, are examples of the sobriquets. It will be remembered, too, that Zachary Taylor was affectionately called "Old Rough and Ready," and



Andrew Jackson "The Hero of New Orleans." John Quincy Adams won the title of "Old Man Eloquent," while Buchanan was known as "The Northern Man with Southern Principles." Another name for Lincoln was the "Rail-splitter of the West," and one for Garfield "The Canal Boy."

As a prize for the person making the longest list give a bronze bust—suitable for a desk paper-weight—of some former President.

A half-hour would pass very agreeably if some one with a pleasant voice and address could now read aloud a short paper on "The White House." This might be a condensation of a magazine article on the subject. Pictures showing the house inside and out should be passed around at the same time in order to illustrate the different points in the article as they are reached.

In order to decide the question of who will go into supper together pictures of the Presidents cut in half can be matched in the usual way for partners.

The table can be very cunningly decorated. For the centerpiece have as many tiny white boxes filled with candies or salted nuts as you have guests, and arrange these in the center of the table, piled up to suggest a little white house. The house could stand in the midst of a bed of ferns or on a square of green silk to suggest a lawn. Dot around it the tiny trees which come among the favor goods. For place cards

278 The Mary Dawson Game Book

have quaint old-time silhouettes suggestive of the times of the early Presidents. These should be cut from paper that is black on one side and white on the other. On the black side (which is turned out) write the name of the guest in white paint, using a pen instead of a brush. On the reverse have a maxim from one of the Presidents. The maxims are interesting to read aloud and promote conversation between courses. Thus gotten up the cards make charming souvenirs.

Another idea for the cards is to have them roughly represent ballots with the name of the voter (that is, the guest) filled in.

Have the supper table and likewise the menu full of Presidential jokes. Even the edibles can have a turn in honor of the occasion. Washington pie (cream layer cake) would be appropriate, and so would the dainty known as "Dolly Madison's Whim." Have an elephant, a deer, and a donkey from the toy shop to represent the symbols of the parties, and on these mount little gilded paper boxes to be filled with different kinds of candies. Roll up oranges in red tissue-paper and label them Political Plums.

A RACE-TRACK MEET

Those who have had cards and pad and pencil games and other forms of home amusement until they



have wearied of them, could arrange "Saratoga Races" or "Ascot Races," which, without great outlay, involve a pleasant and exciting game.

The hostess has a good deal to do before the guests arrive. She prepares a straight race-track on the carpet or hardwood floor, from one end to another of the longest room or set of rooms the house offers. She ropes this off with broad bands of red ribbon. Across the race-track, between the ribbons, she stretches hundreds of yards of white cotton tape, tangling the lines as much as she can when stretching it. They are simply passed over and under the two taut ribbons which outline the race-track.

This done, she gets ready the colors for her "jockeys." These consist of huge placards of colored paper with the numbers painted in black letters. The jockey caps made or bought are of tissue-paper to match the colors of placards.

She buys her favors appropriate to the race-track. These are whips, crops, stirrups, and horseshoes. They are banked across the two stands at either end of the track. These stands may be made of pine wood knocked up by a carpenter and covered with crimson cambric. On these stand the judges. Of course, the rooms may be decorated with all the fluttering ribbons and race-track paraphernalia she can find.

She must also get together hundreds of slips of green paper, made payable to the "Bank of Good

280 The Mary Dawson Game Book

Luck." And dozens of blank books in bright colors with pencils attached.

When the guests arrive she chooses four race-track managers from the older men and six bookmakers from the younger men.

The managers choose a horse and jockey for each race, thereby coupling two young girls and two young men. These two run the race together, wearing similar numbers and colors.

Each one is given a pair of scissors, and when one of the managers drops the flag at the starting-point the two begin to cut their way through the tapes to the other end.

The hostess sends the greenbacks to all the guests not racing and the bookmakers take up the bets, all being entered in the small books.

Those who reach the "wire" first are the winners, and may be presented with pins made of crop and whip in gold. It is better to let sixteen "jockeys" and "horses" start out on the race together, and if the guests are many the tapes can be fixed again and another sixteen start out.

It is also interesting to pit the winners against each other in the final heat. Beside the final prizes, the winners are given blue ear rosettes, which they wear during the evening.

The woman who wins the largest amount of money—all on paper—receives a horseshoe brooch, with a

horse's head in the center. The prize for the man who wins the largest stakes is a scarfpin of a horse's head in gold.

The supper table is decorated in the racing colors all mingled. The placards are jockeys' caps, and the souvenirs are tissue-paper whips.

PROGRESSIVE BUTTONS

This merrymaking can be either progressive or not. The fun consists of games played with buttons. Here are suggestions for the games:

1. A race in sewing on buttons, materials being provided by the entertainer.
2. Seeing who can in three minutes separate most buttons from a bowl of mixed ones, lifting them with knitting needles, and arranging each kind in a pile. Or have the player blindfolded and let her separate the buttons in piles by sense of touch. This could be used as a separate game.
3. Flipping buttons with the thumb and forefinger on to a plate in the center of the table.
4. Making necklace buttons of various kinds, alternated according to a rule established by the entertainer.
5. Let one lady hold the goods, the other sew on the button, and both play as partners.
6. Guessing in which hand your opponent holds a

button concealed. The button belongs to the one who guesses correctly. Each guesses in turn, and any player after a wrong guess can challenge the opponent to show the button in the opposite hand. But if the challenge is proved incorrect, the player who challenged forfeits one button. Most buttons represent game. To play these games progressively put a certain kind of button in the center of each table. In a basket have four buttons matching each of those on the tables. Each player draws with her eyes closed, then proceeds to the table where the button matches the one she holds. All find their seats in this way. The game begins by bell signal and is in every way like a card progression.

A MYSTERY PARTY

First of all there may be invitations written in cryptogram. Invent for yourself a special sign for each letter of the alphabet and have the invitations written entirely in this amusing shorthand. Thus, for the letter A you may select an asterisk, for B a small dot, for C a large dot, for D a cross, for E a crescent, and so forth. Have your note written out in these characters on one side of the sheet, and on the other side have the alphabet with the sign used for each letter opposite that letter to serve as a guide. Above the letters with their signs write:

KEY TO THE LANGUAGE OF MYSTERY.

The kind of program which is arranged after the company begins to arrive depends purely upon the ingenuity of the entertainer exercised well in advance. For it is necessary to have everything carefully planned so it will work out without the least hitch. The following suggestion may serve to inspire others: As each guest comes in give him or her a colored thread which is to be followed after the manner of a Cobweb Party. Have the threads intertwined with the furniture, etc., so that all the players will have appeared on the scene before any player reaches the end of his surprise thread.

At the end of the threads have a card with another communication in the sign language, which figured in the invitations. As players will probably all have left their "keys" at home, it will be diverting to see who will first decipher the strange communication without the explanatory aid.

WHAT THE COBWEBS DO

Finally, of course, some one bright at unraveling mysteries will be able to translate the directions found on the cards. Have different instructions on each if you have time to work out the brief communications in sign language; if the company is not a large one this is not difficult to do.

284 The Mary Dawson Game Book

One player may be told to "Look under the piano," another to "Go out on the porch and look on the window-sill," while another must "Go out in the kitchen and ask cook," or any other funny plans which fit better into your scheme. On doing as the mystic communications bid him, each player may receive a "fortune" written in the sign language. Or he or she may receive a dainty gift, preferably of a very novel or surprising kind, if the entertainer wishes to give what she may term "surprising souvenirs."

Whatever the packages or envelopes contain every one will want a few moments to open the letter or package addressed to him, and this interval may be seized by the entertainer to develop another surprise. If you have a striking clock—and most households have one timepiece which may be counted on for this feature—the hostess may whisper to one of the company a mysterious direction, as for example:

"When the clock strikes 12 go dig under the piano. Please whisper this to some one else."

WHEN THE CLOCK STRIKES TWELVE

The clock, of course, is so primed that it will strike 12 (or any other hour you prefer) just about the time that the mysterious whisper has made its way by industrious repetition completely around the room. Each now betakes himself to the piano, and under it, as suggested, the seekers find a box filled with sawdust



or bran. In this each one digs with a teaspoon until he or she turns up still another surprise.

A delightful "find" here, if you can contrive it, may be clam shells glued together in pairs, containing cards on which directions are written as to what all must do next. If oyster shells may be more easily obtained than the big clam shells, use these; or the papier mache ones which are so realistic looking will be splendid if expenses need not be considered too closely.

From these shells the players can be merrily sped on to further discoveries. Or this may be the last surprise and may announce to all in the mystic language that "You are wanted in the dining room." Some will prefer to develop this last feature as a scheme to pair off the company and to have in each shell a slip of paper reading thus:

"Will Mr. James please take Miss Allen in to supper?"

Decorate the table as prettily as usual for your surprise supper, with flowers, candles, bonbons, and, if you wish, with place cards and favors. But omit all signs of edible courses. In fact, it is well to have even the bonbons and the contents of the side dishes conspicuously absent from the festive board.

HIDDEN "EATS"

But when the place cards are searched, behold! here is another message in the cryptogram which bids

the company "Look under the table" or "Look in the china closet." When these directions are followed a big picnic basket loaded with good things is brought forth, and the young people are soon busy setting forth its tempting contents on the empty dishes of the surprise table. If preferred, the favors on the table when guests come in may be of the old-fashioned jack-in-the-box kind; when each jack springs out a card which has been laid upon his hat will be thrown out. On this card the directions for finding the supper basket may be written in the surprise language.

Such surprise parties are certainly great fun. They need not be expensive unless the hostess desires to have several sets of surprise favors and other gift features, but they take time and it often happens that this is what one can least spare.

GAMES FOR A DUTCH PARTY OR EVENING IN HOLLAND

I

Secure two wooden shoes from a favor house. Have a race in which two players push these around the room or over a prescribed course with walking sticks.

II

See who can draw the best windmill or Dutch scene. A Delft plate may be exhibited instead of asking for

original work and the plate itself presented for the best work.

III

Make out a list of twenty names from a map of Holland. See who can write down correctly what most names represent—whether towns or natural geographical features.

IV

See who can write the best three-hundred-word essay on the tulip—the national flower of Holland.

V

In the middle of a large table around which all sit have colored tissue-paper, paste, scissors, and fine wire. See who can in ten minutes fashion the most realistic tulip.

VI

Secure among the Perry pictures twelve specimens of Dutch art. Cut away the names, substitute numbers, tack them up on the wall, and see who can write down the longest list of correct names of masters as represented in the paintings.

VII

Have a little Dutch maiden drawn on linen and hung up like the donkey in the Donkey Party. See

288 The Mary Dawson Game Book

who can, blindfolded, pin on a tiny sabot (in this case of stiff linen or cardboard).

VIII

Play Written Crambo, giving appropriate words. The result will often be laughable rhymes such as the following:

At a gasthof not far from the dyke,
Sat a Dutchman whose name it was Mike.
For his nosegay a tulip,
For refreshment a julep,
And for roundness was never his like.

GAMES FOR THE SNOW PARTY AND SHOWER

Give all snow-white cards with white pencils attached with white ribbon, and allow fifteen minutes by the watch in which one tries to write down as many words relating to cold, ice, snow, the arctic regions, etc., as can be recalled. A prize for the greatest number of such words thought up.

THE COLDEST WORD

Then allow five minutes and ask everybody to write on the reverse of the card the very coldest word they know. If more persons decide on one word than another these players draw for the prize. If not, the game is a tie and another ballot should be taken up. After three ties all draw for the prize.

BEAUTIFUL SNOW

Read aloud any poem on the Snow, omitting the adjectives. Let everybody write down these missing words as they suppose them to be. Award a prize to the one who guessed most.

FRIGID PANTOMIME

Give each player a cold word, such as Ice Cream, Snowball, or Eskimo, on a slip of paper which is folded. On each paper have a number. This number represents the sequence in which the players rise to pantomime the words they have drawn. The prize is awarded to the one guessing most dumb show terms, but a secondary souvenir might be presented to the one who in the opinion of the entertainer acted most cleverly.

SNOWBALL TARGET

Have a blackboard or a piece of black material stretched taut and tacked up on the wall. Cover ordinary rubber balls with raw cotton and roll in chalk, or simply roll the white rubber ones in the powdered chalk. Give each three balls and see who can hit the mark oftenest.

THE SNOWMAN

Send each in turn to the blackboard to draw a snowman. Have each cast a vote for the best, omitting

290 The Mary Dawson Game Book

his own, of course. Award a candy snowman or a candy box snowman filled with sweets as a prize.

MELTING THE SNOWMAN

Place one of the little snowmen of raw cotton on a table or on the piano. See who can with three balls overthrow him oftenest.

FOR LITERARY FOLK

Write out twelve common terms relating to cold, as: (1) Arctic; (2) Eskimo; (3) Snow; (4) Blizzard; (5) Freeze; (6) Avalanche; (7) Frigid; (8) Flake; (9) Drift; (10) Icicle; (11) Hoar; (12) Frost. See who can tell the derivation of most of the given terms. Have an unabridged dictionary at hand to decide any question that arises.

SNOWBALL FIGHT

Make plenty of soft little snowballs out of raw cotton. Take sides, and give each player a palm-leaf fan or some substitute for it. Have a chalk line drawn, opponent sides facing each other across the line four yards apart. See which division can drop most snowballs into the enemy's territory, using the fans to bat with.

A MATCHMAKERS' SOCIAL

The only apparatus needed is a quantity of dead matches. Select those which are burnt least and wipe off the charred part.

Invite the ~~boys and~~ girls to a Matchmakers' Social without explaining the idea further.

The games which may be arranged with this simple apparatus are practically unlimited.

For instance, they make good jackstraws. Only the hooks are wanting and these are easily made by inserting bent pins in the tops of long match-sticks.

Again, each ~~boy or~~ girl may be given two matches which they must juggle, tossing first one and then the other in the air. The player who keeps the matches up longest wins the game and a pretty match-safe or pocket match-box. The first failure puts the juggler out.

Then a contest in seeing who can in three minutes make the longest line of matches. Two or three players can race at once, according to the width of the room, and the race can take the players through more than one apartment if they are speedy enough.

Give two prizes which match exactly for the best scores in these races.

A scramble would be very amusing where dead matches of various lengths are hidden here and there or simply placed around the room where they can be seen, and all scramble to collect them. The object

can be to secure matches which, when laid together, will form the longest line, or simply to find one match which the hostess has purposely included and which is larger than all the rest. Or large matches can count as two and small ones as one, and the highest score win a prize.

Again, a quantity of matches could be set afloat on a tub of water and the players fish for these. Each capture is made by slipping the little loop or noose which terminates one's fishing line over a match as it floats, and then with a swift jerk whipping it out of the pond.

For an out-door party a good contest would consist in arranging rows of the matches stuck upright in the earth. The one whose line is longest or which contains most matches at the end of each five-minute round wins the race. When all have competed there may be championship races for a final prize.

Yet another match game which is very amusing is to place a dish of dead matches in the center of the table, around which all sit, and each player is given a length of fine sewing cotton.

All the cotton lengths must be of exactly the same number of inches, and when the signal is given all the players begin to tie the matches on their threads.

The thread which contains most matches when "time is up" wins the prize.

A Matching Party would be another name for this sociable.

ALL HANDS SOCIABLE

Another very original sociable is an All Hands function.

The invitations are written on cards shaped like an outstretched hand and "all hands" are invited to join in the fun to follow.

Of course, there is a guessing game where hands are the puzzle subjects.

First the girls hold their gloved hands above a screen and the men guess them, that is, each man in turn chooses a hand, announcing the name of its owner. If his guess is correct the person named becomes his partner. Another way to do this is to have each fair hand ungloved, but holding a flower. The man who guesses it correctly receives the flower for his button-hole. Now let the men go behind the screen, all elevating their hands, in each of which is a package. The girl who guesses each hand correctly is the recipient of the package the man held.

A GAME FROM "PUDD'NHEAD"

In *Pudd'nhead Wilson*, Mark Twain's immortal tale, much hangs on the point of a thumb-print. This could be used as the basis of a most amusing game. Have a little soot or charcoal in a saucer and let each make a thumb-print. Let the entertainer number these and display them on the table. She should keep a list of those who have contributed thumb-prints,

numbered to correspond with the numbers on their exhibits. Now let each try to pick out his own thumb-print and let all who succeed draw for a prize. A good comic name for this game would be The Bertillon System (the system used in identifying criminals).

A QUESTION GAME

The hostess may prepare in advance a series of appropriate questions to be answered by her guests.

The following will convey an idea of questions that are in keeping:

What famous lady had great difficulty in washing her hands? Lady Macbeth.

What nursery hero is suggested by part of the hand? Tom Thumb.

What part of the hand is also part of a book? Index.

What delicacy is suggested by the human hand? Lady fingers.

What animal's height is reckoned by "hand"? The horse.

It would be amusing to have index-fingers with signs tacked up in all the rooms and corridors to which guests have access during the party. Thus: "This way to the Refreshments." "This way to the Lemonade Bowl," etc.

Prizes in the games should be articles relating to the hands. Such articles as gloves, handkerchiefs, thimbles, etc., are those designated.



WHEN THE MAN OF THE HOUSE GIVES A PARTY

Entertaining for men alone in convention assembled is, to quote the familiar quip, "the same, only different." Just how different it is wives, sisters, and mothers who have been called on to plan "stag" affairs have reason to know. Frills and frivolities that "go" excellently well at parties for our own sex or in mixed crowds fall flat when applied to pater familias and his cronies or big brother and his chums. Perhaps solid comfort with just enough variety to flavor it and not enough to produce the utterly unusual is what the average male prefers in his entertainment. Coming as it usually does after working hours, a "spread" of some kind is always a good choice, and eats may be followed by a bout at cards or other good conventional pastime.

A LOBSTER SUPPER

A favorite plan of late for the stag supper is a repast in which lobster fills several places on the menu. This may be carried out attractively without having recourse to the "freakishness" which will bring down masculine scorn upon our offending heads. The favor shops provide funny little scarlet lobsters, which may be used at each cover; tie a place card around each crustacean's neck and if possible write a funny

296 The Mary Dawson Game Book

rhyme thereon, applying to the person who will occupy the seat so decorated. For the centerpiece have either a conventional bed of flowers in season, or a marine fantasy made of stones and shells in a little mound decorated with sea-weed (kale will do and any market can supply it), adorned by a golden-haired doll to simulate a mermaid. Tiny crabs purchased from a Japanese store may be used as further decorations on the cloth or grouped at the base of the mound, and the pickles, olives, and other relishes may be served in big crimped shells. For place cards use dainty Japanese marine views if the lobster favors are not selected. The menu given below will furnish some hints upon which the individual one can be based, at least:

Bisque of Lobster		Hot Crackers
Escalloped Lobster in Shells	or	Lobster Patties
New Potatoes	Spinach	Asparagus Tips
Lobster Salad		Cucumbers
Rolls and Butter		
Ice Cream in the Form of Lobsters		
(Drop a tissue-paper hat on each as it is turned out of the mold.)		
Red Iced Cakes		
Coffee		Pink Mints

A FISH DINNER

Another capital plan for a stag affair is a fish dinner; if the guests are devotees of the art of angling the menu takes on a double meaning. Write the invitations on cardboard shaped like fish with scales, etc., drawn in.

For the centerpiece have a doll fishing under a doll's umbrella and a sign "No Fishing Allowed Here," or something else to raise a laugh. The pond wherein the tiny fisherman or maiden poaches is a mirror surrounded with green vines and flowers.

Have tiny rowboats or canoes at the corners of the board to hold the relishes, and for place cards have the ordinary kind attached to little fishpoles, which are caught upright in the water glasses. Dot the cloth with pretty shells and serve the following menu:

Boneless Filleted Herring		
Bread Sticks	Butter	Cress
Clam Bouillon	Hot Crackers.	
Followed by an Entrée of Creamed Fish Baked in Shells		
For the Main Course—Baked or Boiled Fish		
Shoestring Potatoes	Spinach	Cucumbers
Endive with French Dressing		
Rolls and Butter		
Lemon Jelly in Fish Mold		
Sponge Cakes	Coffee	Wintergreen Wafers

A HOBBY SUPPER

Another repast original without being extreme may take its keynote from the hobby of the honor guest. If it is a birthday affair the man's favorite dishes may figure.

For the centerpiece have a small hobby horse on a stick attired like a jester with ribbons and bells. This may rise from a bed of greenery and flowers and the

298 The Mary Dawson Game Book

different ribbons which fall from it can be carried out a yard or so to terminate in favors representing the hobbies of the different guests. Thus, one man who believes in the future of aviation, may have an airship; a canine enthusiast, a cardboard doggie of his favorite breed, and so on.

At each place have a conventional place card with a question for discussion on it. For instance: "If you suddenly fell heir to five millions, how would you spend your time?" Something of this kind will probably open a discussion of the guests' individual hobbies and, especially where strangers are present, serves to break the ice very effectually.

A nice menu for a hobby supper would be:

Clear Soup	Cheese Tidbits
Chicken Cutlets	Peas
Fillet of Beef	
Lyonnais Potatoes	Spinach
Salade Chiffonade	Crackers
Cream Cheese with Bar le Duc	
Home-made Charlotte Russe	Coffee

A studio supper, sometimes called A Supper in Bohemia, is always an attractive plan and one that is specially good where the time is lacking to plan a more formal affair.

The table is decorated to suggest the informal board of the art student in Bohemia, as set forth in Trilby and the Vie de Bohème.

Empty bottles are here the proper substitutes for candlesticks. Cloth there is none, and tin plates and cups are preferred to conventional ones, however unpretentious. A big bunch of vegetables, placed roots up, interspersed with parsley, makes a suitable centerpiece. The chairs can be tied together under the table and other similar pranks prepared to amuse the guests.

For such a supper the proper bill of fare consists of ham and tongue sandwiches, rye bread, cheese, coffee, fruit au naturel, cakes, pies, and doughnuts.

THE DUTCH SUPPER

Related to the studio party is the Dutch Supper, also a splendid plan for an informal affair where there is not much time for details.

For this use crêpe paper napkins in Dutch design, as much blue and white (Delft) china as you can secure, a lunch cloth with Dutch border, or no cloth at all. Have small steins for favors and wooden shoes for the olives, pickles, and salted nuts.

Popular dishes for a Dutch Supper are mainly German dainties called Dutch for the occasion. Sauerkraut and pumpernickel, sausage of all kinds, coffee and whipped cream, coffee cake with all the attendant relishes make up a hearty, if informal, bill of fare.

After the supper, according to the size of the gathering, a card game, progressive or not, offers one sug-

300 The Mary Dawson Game Book

gestion for a pleasant evening. The prizes awarded may be selected to bear in some way on the plan of the entertainment in general, or they can be useful articles in silver or gun-metal of good taste and solid worth, but without special appropriateness to the scheme.

A progression with a different familiar card game at each table makes a change from the ordinary plan of whist or five hundred.

Another idea is to have a different game at each table, sometimes cards, cribbage and besique, sometimes another contest, such as dominoes or checkers, and so on.

A PORTRAIT ENTERTAINMENT

Among people who know each other well a Portrait Party makes a most diverting little entertainment, informal in character, and requiring very little advance work on the part of the entertainer.

Invitations can be written on note sheets decorated with medallion portraits of famous men and women which are obtainable in the large stationery shops.

One of the principal frolics is a variation of the old game of Muggins. The different men and girls are asked to come in costume, a hint being inserted in the invitations to the effect that nothing costly or elaborate is expected.

The hostess provides a huge frame made of wood,

covered with gilt or simply of cardboard covered with gilt paper. This is arranged at one end of the room and behind it the various masqueraders are stationed one at a time. The rest of the company, sitting as audience, endeavor to make the portraits laugh. Any portrait which fails to preserve its gravity is condemned, when all have been exhibited, to expiate the offense by some ludicrous redemption of a forfeit.

Drawing a portrait of one's self on a blackboard with colored chalks, or sketching one's own likeness while seated in front of a mirror, would make an appropriate "forfeit."

The hostess should obtain from the different masqueraders a list of the characters assumed, in order to introduce them to the company. Taking up her position beside the frame she indicates each portrait with a wand and describes it in a speech made purposely as humorous as possible.

AN EVENING IN THE JUNGLE

Bring in the rubber plants and palms in tubs to decorate your parlor or hall, and have one or two "falsefaces" of negro types peering out from the shrubbery.

Let the first amusement on the program take the form of a wild animal hunt, each player first of all receiving a paper or calico bag "to bag his game."

302 The Mary Dawson Game Book

As soon as all are on the scene, beat a tomtom—which is to say, for the present occasion, any wood or iron vessel—with a wooden spoon, and the big game hunt begins. Animal crackers are hidden all around the room, and for these the guests search. Each one captured in the next ten minutes counts a point toward the prize.

A QUESTION GAME

Then a question game, founded on the names of animals of the wild kind. For instance, ask your guests and club members to discover a beastie in each of the following:

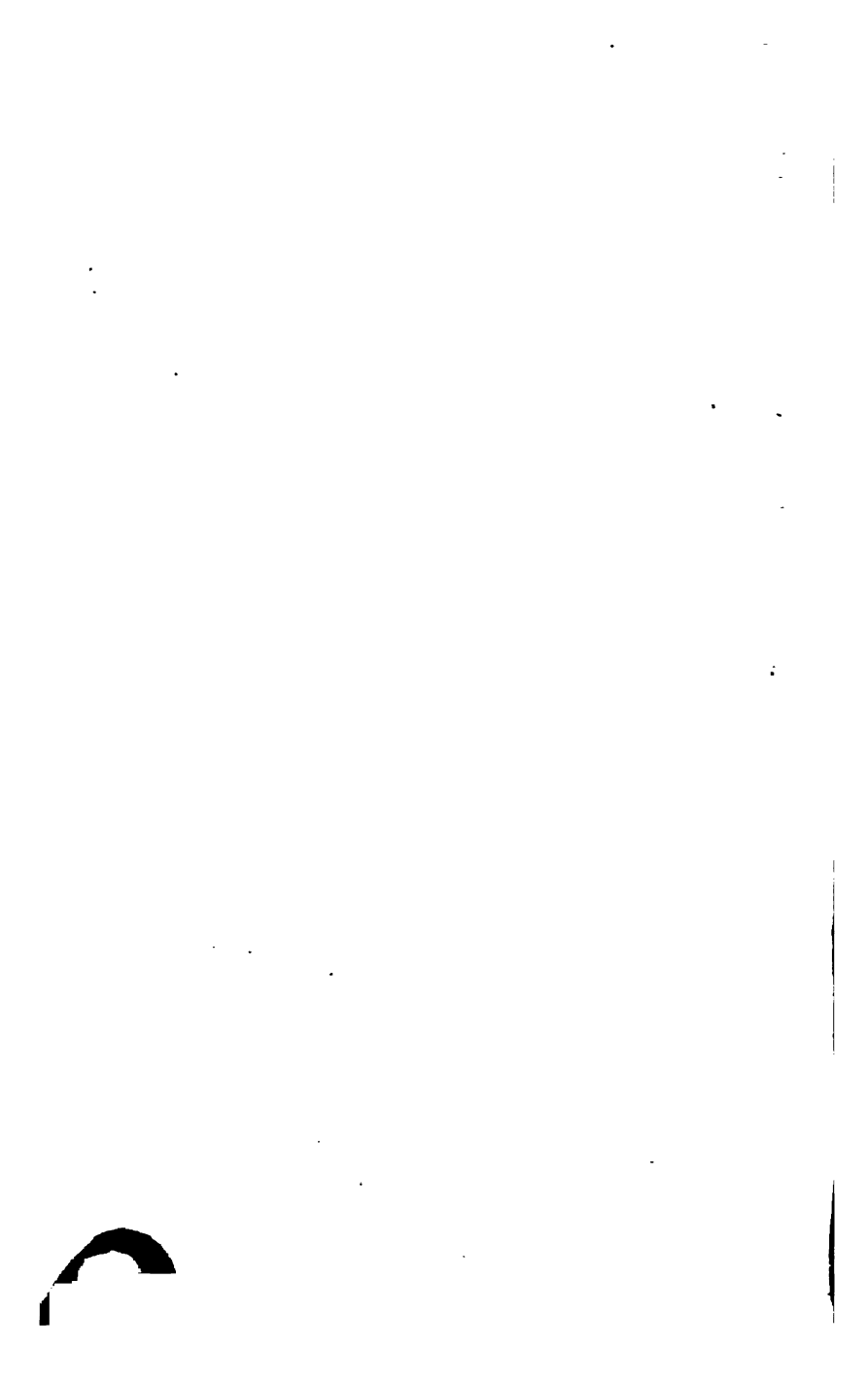
1. Part of a chain. Lynx (links). 2. What is he who falsifies? Lion (lyin'). 3. A name celebrated in Scott's country. Camel (Campbell). 4. Symbol of a celebrated university. Tiger. 5. What those are we are fond of. Dear (deer). 6. Like the top of a perfectly bald head. Bear (bare). 7. Useful to close a letter. Seal. 8. An animal that should never be old. Gnu (new). 9. Extracted from rose leaves, Otter (ottar). 10. A celebrated English orator. Fox. 11. A celebrated English general of pre-Revolutionary days. Wolfe. 12. A tiresome talker. Boar (bore).

A CLIPPING GAME

Now give each player a piece of paper—any color will do, so that it is smooth and crisp—and ask him to

clip from it with scissors, which are provided for the purpose, the animal whose name he will draw from a basket containing slips on which the names of beasties are written. Allow ten minutes for cutting out the critters, then tack them up on the wall with a number or a letter written on each and see who can guess most of them. Both the cutting out and the guessing will be found to excite a lot of fun.

For prizes in these games, books on the jungle, with photographic illustrations, would be highly acceptable to either sex, and for boobies there might be the linen "animal books" from which the nursery takes its first lessons in zoölogy. Or chocolate or candy wild beasties or fuzzy toys in wild animal shape would stir up merriment.



**NEW GAMES AND PLANS FOR THE
SEASONABLE PARTY**



INVITATION TO AN INDOOR PICNIC

An Indoor Picnic is given you.
We think you'll find it novel and new.
Although we gather under the trees
There'll be no damp to make you sneeze.
No breezes cold will blow on you.
So promise to come and help us play;
Below you'll find the place and day.

Address.

Hour.

GAMES FOR AN INDOOR PICNIC

Parlor Croquet, Ping Pong, Ring Toss, Quoits, Grace Hoops, played as usual.

Bean Bag. Ball throwing at a target. One Legged Race. Hide and Seek or Tag.

Hoop Race with the hoops either plain or trimmed with paper flowers. The course is arranged in advance. From two to eight persons race at once, according to the size of the room or hall.

Hoop Race arranged as a horse race. The men receive so many beans with which to bet on the races. The girls, rolling hoops, are the "ponies." From one to five prizes are presented and these are purchaseable with the beans, so that the man who wins most beans

308 The Mary Dawson Game Book

can present the highest or first prize to the lady of his choice, the second highest number of beans buying second choice, and so on. A tape stretched across the course represents the wire of the racing scene. Any hoop that falls to the ground is "scratched" or disqualified.

THE PICNIC BASKET

A good game might be founded on the contents of the Picnic Basket. Let all sit in a circle. The one who is to begin says, "Into the picnic basket I put" (we will say) "a salt herring." The person at his left then takes up the refrain by repeating the first contribution and adding something of his own, thus: "I put in the picnic basket a salt herring and a roast goose." Number three continues with "I put in the picnic basket a salt herring, a roast goose, and some preserved pineapple." It is when the game has gone once around the circle that the real fun begins, as the longer the list of good things in the basket the harder it is to remember them.

SEDATE GAMES FOR AN INDOOR PICNIC

Give each player or each couple a card and pencil. See who can in ten minutes write down the longest list of wild flowers.

Cards and pencils as before, and see who can name most words appropriate to the greensward. As

toadstool, mushroom, fairy ring, sprouts, shoots, turf, grass, snake, lizard, damp, open air, health, simple life, sunshine, freedom. Anything that even remotely suggests outdoor life might be allowed, or if a difficult game is preferred some limitations may be imposed.

Provide tissue-paper in several colors, scissors, wire, and mucilage. See who can in ten minutes fashion the most realistic flower, himself selecting the variety of the bloom.

Pass cards and pencils. See who can in a given time form most other words out of the word Picnicking.

Let each lady fashion for herself of tissue-paper a sunbonnet, and let the gentlemen fashion from the same material a posey each for the partner's bonnet.

Let each write a three-hundred-word "essay" on An Ideal Picnic. Or let the girl write this and the man who acts as her partner illustrate it with a pencil sketch. Prize for the funniest.

A WINTER EVENING IN THE WOODS

Arriving in November, when the woods are in the grip of the Frost King, an invitation to an evening in the woods on such and such a date is apt momentarily to electrify the recipient. But the fact that it emanates from a good friend who would not be guilty of conniving at one's death from pneumonia is reassuring,

310 The Mary Dawson Game Book

while the discovery that the notes are written on squares of imitation birch-bark suggests "woods" of another nature.

On the evening appointed, the guests bidden to the original affair found the hospitable parlors transformed into a bit of woodland. Dry leaves, covering the floor and entirely concealing the carpet, crackled pleasantly beneath the feet. The fragrance of pine given forth by burning cones in the open fireplace and by balsam pillows distributed over the chairs permeated the room. Boughs of evergreen banked the corners, festooning bookcase and cabinet, and almost concealing the mantelpiece from view.

Just above the folding doors projected a huge limb, which, broken and denuded by the wind and frost, had been abundantly refoliated with tissue-paper leaves. From its boughs depended by threads walnut shells, from which the meats had been removed to make place for bonbons. One feature of the evening's fun was shaking down the treasures of this remarkable tree and distributing its bounty among the company.

When all had arrived, a contest in woods was inaugurated. For this, the hostess rolled upon the scene a small table in which were displayed from ten to twelve smooth little blocks of wood. The set had been prepared by a local cabinet maker, who betrayed an interest in the plan and asked a merely nominal price for his time. Each block had a number legibly

written on it, and each, it was explained, represented a certain kind of wood, as oak, pine, chestnut, cherry, or basswood. Cards and pencils were distributed among the company, and all were asked to write down the names of the various woods as they supposed them to be. The player was invited to examine each block carefully, studying the grain for purposes of identification, twenty minutes being allotted for the contest. At the end of this time the various lists were collected and corrected, according to a set of answers in the possession of the hostess. The prizes were in burnt wood, the lady's prize being a pretty jewel box. The lucky man received a pen and pencil stand with pyro-pencil design.

In another game, equally interesting, twelve gray photograph cards, each having a waxed natural leaf of some tree mounted on it, were passed from one to another; and guests were asked to name the different trees from which each specimen had been taken. Each card had a number written on it with gold ink, making it dainty to look upon as well as mentally enjoyable. The guest who succeeded in naming most leaves correctly won a book on "How to Know the Native Trees."

HIDDEN TREES

A rhymed puzzle founded on tree names followed next on the program. It will not be necessary to give

312 The Mary Dawson Game Book

this, as any entertainer can easily work up an original one for herself. A few lines are quoted to show the plan:

One tree a dame in Winter wore (Fir).

A second was a sandy shore (Beech).

One was a face not fair to see (Plane).

Another the jest well known to me (Chestnut).

The prizes were papier mache nutshells filled with sweets which were given for the three best sets of answers.

A rollicking game invented by the hostess, and by her christened "Touchwood Tag," rounded out the fun, leaving all with appetites for supper. The tag was played in the usual way with some one as *It*, whose attacks the pursued could only elude by touching wood with his right hand. If tagged before he could reach wood, he was obliged to join hands with the pursuer, after which the two went in pursuit of other game. Any person tagged joined forces with the pursuers, and the game continued until the last victim was captured.

The dainty supper that brought the novel function to a merry conclusion carried out the idea of the evening. The tables, save for lace doilies, showed a broad expanse of polished wood. The centerpiece was one of the chopping-bowls that can be had anywhere at ten cents apiece, filled with pale-tinted chrysanthemums and surrounded with a wreath of ever-

green. Candlesticks were of wood and were furnished with wooden shades. The serving plate in every case was a wooden trencher beautifully pyrographed by the hostess, covered with a lace paper napkin to protect it, and these plates the guests retained as souvenirs. Small boxes representing tree trunks served as side dishes for bonbons, salted almonds, or olives; and wooden trays, wooden spoons, and forks were utilized in serving.

THE PARTY ON THE LAWN

Lucky the entertainer possessing a pretty lawn! All kinds of delightful lawn socials can be planned and made to "go" with less than half the trouble which the same affair would require indoors.

First of all: How shall I decorate, or are decorations necessary? This is largely a question of individual taste and of what the hostess thinks her guests will be likely to enjoy. Lanterns are just as pretty for an afternoon affair unlighted as for a lawn social in the evening, and tubs and vases of wild flowers can be used to trim the porch with good effect. But other effective ways are available for those who want the lawn to be festive with color. For instance, tissue-paper cut in long ribbons and thrown over trees and bushes, if pretty pale shades are chosen, will be Frenchy and truly charming. Temporary arches of flowers, real or artificial, can be erected for a semi-

public merrymaking or one with money-raising intent, while paper confetti, flags, and bright-colored shade umbrellas all contribute a share of cheeriness.

For the small and informal lawn social no decorations are necessary. Nature herself has produced a lovely background, and all that the hostess need do is to provide fun, or the means of it, and a few little comforts which are required by the open-air situation.

If there is no available shade, a small tent or marquee, the former open through, of course, to court the breezes, will be needed, where lemonade and cakes can be set forth and to which the guests can retire from the sun to rest and cool off. But usually some giant oak or elm will take the place of tents, and under its friendly shade can be arranged a table with glass bowl filled with iced lemonade, with little cakes or graham crackers, as well as rustic seats or comfortable chairs where the company may rest after the games.

Have the lemonade bowl on a stand with a trayful of glasses and a ladle or, if you prefer, provide the sanitary drinking cups which can be thrown away after enjoying the beverage. In our germ-fearing age the crisp cleanliness of these sanitary inventions makes up for any loss of prettiness they may entail.

AMUSEMENT FOR ALL

It is a good plan to provide plenty of amusement for those who require a definite plan for their fun.



Croquet, ring tag, and quoits, with any other old-fashioned game, would be excellent. Or bean bag throwing developed as a tournament. On the other hand, a jolly crowd of young people could be entertained by a programme like the following:

TAPE RACE

Have as many lengths of tape as there will be players and have all the tapes about the same number of feet, say ten or twelve. Provide several pairs of sharp scissors. Attach all the tapes to a fence or to the porch railing at one end. Four players contest at once, or six if you have scissors enough. The contestants hold the loose ends of the tapes, which they draw out taut. When the handkerchief is dropped each player begins to split his tape up the center line with the scissors. The player who can soonest arrive at the end which is tied wins the race. Now let four more race, and so on until all have tried. Then let winners match winners until a champion is found, and reward the champion with a prize.

There might be a championship prize, too, in a race which consists in pushing four pebbles (or nuts or little apples) over a prescribed course with walking sticks. All four, or three, if you prefer, must be rolled at once, the player touching each up in turn. Have five or six race at once and let the winner match winner until the championship is decided.

316 The Mary Dawson Game Book

You can, if you wish, have each player take the name of a celebrated horse, such as "Maud S." or "Wildfire," and have a box of candy in the form of a jockey cap as first prize and toy whips as consolation awards or souvenirs.

Of course, the old but very funny contest of carrying a cherry on a knife-blade could be arranged with four or six players, also, and would stir up a great deal of fun.

A comic race which will produce much merriment if players are found brave enough to try it is where the racing is done backward. Simply have a long, smooth course, without obstacles of any kind, and see who can get to the opposite goal (going backward) in the least number of seconds or minutes. Any one who looks over his shoulder is disbarred when awarding the prize.

A race where a girl and boy must push potatoes over a certain course with wooden spoons becomes new and funnier than ever if the contestants are bound together with a handkerchief, so that the boy must wield the spoon with his left arm and the girl hers with her right, the other two members being imprisoned in the bandage.

A BERRYING PICNIC

Twelve cards are decorated with pen and ink sprays of blackberries which, with their distinctive leaves and



the pronounced high lights on the berries, are very easy to do, even for the amateur.

The cards are written out with the name of the hostess, the date, day and hour of the frolic, and the words, "To Go a-Blackberrying," in one corner, with a spray of berries partially inclosing the whole. It provides such a pleasant afternoon affair!

First of all, when everybody has arrived, distribute old-fashioned aprons and coquettish sunbonnets, the latter made of pink, pale blue, and yellow crêpe paper over cardboard frames. These prove universally becoming and are retained as souvenirs. (Any one who has time for needlework could substitute pretty bonnets of chintz.)

An inexpensive basket with a ribbon bow on it is given to each lady of the party, after which all are directed to the blackberry patch. It must be explained before they go that several prizes are in store for different blackberry feats—namely, for the biggest berry found, for the most beautiful and for the most perfect basket of the fruit considered as a whole.

An old-fashioned dinner bell recalls the berry pickers from their labors. The baskets' contents are quickly judged and then removed behind the scenes to be washed and deliciously chilled. The first prize is a dainty berry bowl. The second a berry spoon, and the third a little cream pitcher, "for who that eats

blackberries but wants cream on them," says the presentation speech.

When this distribution has been made and all have chatted cosily for fifteen or twenty minutes, "refreshments" are announced, and leading the way to the dining-room conduct your guests to a table, the centerpiece of which is a bowl of blackberries—blossoms, foliage, and the fruiting sprays with berries, both black and red. The combination is very attractive as to color.

The place cards are big blackberries cut from rough art paper and colored on one side, with the names of the guests written on them in white paint. Among the good things served are blackberries.

The following puzzle game would be much enjoyed by women guests. It should be written on cards with blank spaces representing the names of the berries, which guests are asked to fill in for a prize.

A BERRY STRANGE INCIDENT

The creditor was a young fellow of the name of (1). He earned a modest livelihood with his pen as a literary (2). Finding himself one day in a rather tight (3) financially, he accosted as he thought a friend to whom he had formerly advanced a small sum, and politely requested his (4). To his surprise the person accosted professed to consider the affair a "hold-up" and to have no recollection of the loan. He even accompa-

nied his remonstrance with a severe (5) and a threat to make him (6) and (7) should he persist in his attempt to collect the money.

Surprised and annoyed, the writer restrained himself, remembering that the debtor was much his (8). He contented himself with exhorting him not to be a (9). His mildness appeared only to (10) the other, who loudly proclaimed that he did not care a (11) for anything that (12) could say or (13). "You have cheek enough for a whole (14)," he continued, adding insult to injury. The outlook for obtaining the money seemed (15), unless, indeed, our hero should proceed to extreme measures and hale the delinquent before the (16) of justice, so that poor (17) began to feel very (18). Nor was the (19) man apparently in any financial difficulties himself. He was dressed in an expensive suit of (20) pattern, with a (21) scarfpin and a peculiar watch-guard, which consisted of a woman's gold (22) set in pearls. As the young man deliberated what course to pursue a passerby clapped the supposed debtor on the shoulder and cried; "Hello! (23), how are you? I declare, I haven't seen you since last (24), when we were camping together." "(25)," cried the astonished writer. "Then you are not the man to whom I believed I was speaking at all, although you are certainly enough like him to be his (26) brother. I owe you an apology."

"Pray, don't mention it," said the (27) man good

320 The Mary Dawson Game Book

humoredly. For although he had a cold wintry name, he had a warm heart. He offered the writer a cigar from his silver (28) case, and when the difficulty was fully explained, offered to assist (29) further in obtaining his (30).

The names involved are:

- | | | |
|---------------|---------------|----------------|
| 1. Berry. | 11. Straw. | 21. Coral. |
| 2. Hack. | 12. Berry. | 22. Thimble. |
| 3. Box. | 13. Dew (do). | 23. Snow. |
| 4. Dew (due). | 14. Bunch. | 24. June. |
| 5. Poke. | 15. Black. | 25. Snow. |
| 6. Black. | 16. Bar. | 26. Twin. |
| 7. Blue. | 17. Berry. | 27. Elder. |
| 8. Elder. | 18. Blue. | 28. Box. |
| 9. Goose. | 19. Elder. | 29. Elder. |
| 10. Rasp. | 20. Checker. | 30. Dew (due). |

PUZZLE GAMES FOR A GARDEN PARTY

The invitations for a puzzle garden party themselves take the form of puzzles. They are prepared by writing the notes on squares of cardboard, then cutting the squares several times across. The little pieces thus formed out of each square are jumbled and placed in an envelope. It becomes necessary for the recipient to patch them together in order to decipher the invitation. This is, of course, not a difficult feat, but very aptly suggests the business in hand.

As each guest arrives, he or she receives a card on

which is pasted a large capital letter cut from the headlines of a newspaper. Each card has ribbon drawn through the top in which is a safety-pin. These cards players are asked to pin on and wear after the manner of a Book Title Tea.

When all have assembled, a prize is offered for the first correct solution of the puzzle contained in these letters. The answer is to give the name of the next frolic on the program. During the next twenty minutes the company walk in the pleasant shade of the trees examining the letters worn by the others and endeavoring with pencil and paper to work out the hidden title.

The bright guest who at the end of that time has discovered that "Puzzle Nuts to Crack for a Prize" is therefore intended, and has promptly reported his discovery to the hostess, receives a new book of riddles in appreciation of his cleverness.

The hostess will have explained, as has been said above, that the hidden words were to give the next feature on the program, yet guests are presently led away to what seems a blindfold clipping game. A cord has been swung from the porch railing to a low limb of a tree, and to this are attached twenty-five little envelopes, of which each person (blindfolded) is required to cut down one.

Not until the signal for opening the envelope cut down is given, and each person finds himself possessed

of a puzzle from some magazine or paper, is the mystery made plain. A prize in the form of the latest puzzle is awarded for the first correct answer to the problem he or she has drawn given in by a player. When this prize has been awarded the different puzzles are passed from hand to hand, and another puzzle game of the same order is bestowed upon the player who succeeds in deciphering the largest number of them during the next few minutes.

While guests are recuperating from their mental labors, claret cup and lemonade, deliciously cool, with dainty wafers, are passed on a tray. Afterward the chatelaine may lead the way to what she calls the Puzzle Jungle. This is a little nook on the grounds surrounded by tall hedges of box and shaded by trees. Attached to the hedges on all sides are found little cut-out pictures of animals tied there with ribbon. Each creature is clearly marked with a number and an English name. The different beasts visible in the jungle are:

- | | |
|----------------------|----------------------|
| 1. Grizzly bear. | 9. Anteater. |
| 2. Common gray wolf. | 10. Red deer. |
| 3. Osprey. | 11. Tiger. |
| 4. Ostrich. | 12. Jackal. |
| 5. Woodchuck. | 13. American beaver. |
| 6. Lion. | 14. American eagle. |
| 7. Common red fox. | 15. Common raccoon. |
| 8. Antelope. | |



The pictures, by the way, can be obtained from a catalogue sold for a few cents at the Zoo. As players make their way into the jungle couples are formed, and each pair receive together a slip of paper on which are written the following unintelligible-looking words. A line running just below says: "These are the scientific names of the beasts visible at present in the jungle. Please identify each with the picture by writing opposite it the number found on the picture to which you think the name belongs":

. Ursus horribilis.	Myrmecophaga jubata.
Canus lupus.	Cervus elaphus.
Pandion haliaetus.	Felis tigris.
Struthio camelus.	Canus aureus.
Arctomys monax.	Castor canadensis.
Felis leo.	Haliaeetus leucocephalus.
Vulpes vulgaris.	Procyon lotor.
Hippotragus niger.	

Half an hour is allotted for puzzling out these unidentified beasts and birds. The two persons whose paper contains the greatest number of correct answers win prizes. These take the appropriate form of nature books on creatures in feathers and fur. The booby is a box of sliced animals.

Puzzle drawing is another feature of the afternoon's fun. For this all receive squares of cardboard on which small circles have been drawn. (A quick and

324 The Mary Dawson Game Book

easy way to have these circles accurate is to invert a tumbler on the cardboard and with a pencil follow the line of the rim once around.)

With the cards come little pencils, and all are then required to draw (keeping ever within the limits of the circle) a wiggle drawing, that is, a sketch made with a single movement of the pencil or without lifting the pencil from the paper. No subjects are prescribed for these pictures, these being left to the imagination of the artist. A book of puzzle charades in rhyme rewards the most successful competitor.

Other amusing puzzles round out the fun. For one of these twelve fragments cut from old letters are mounted on pasteboard and passed around. Each fragment (nameless of course) is carefully numbered, and guests are asked to guess, numbering their answers accordingly, whether the chirography is that of a man or a woman. Distinguishing between the sexes by the written word proves a much more difficult process than any one will imagine who has not put it to the test. Bold, black, dashing characters prove in many cases to emanate from feminine pens, while delicate, carefully formed letters, "unquestionably feminine," one would say at first glance, prove in many cases the product of the masculine contingent.

A book on chirography is given for the best set of guesses.

Even the refreshments of the afternoon of mystifica-

tion contain a puzzle. A large basket filled with good things of various kinds, such as sandwiches, cake, apples filled with salad, olives, salted nuts, bonbons, and fruit, is hidden somewhere in the garden. This hiding is managed by members of the household while guests sit under the trees enjoying the pencil puzzles. At the same time a number of cards, each affording a clue to the search, are tied up at various points around the grounds.

The hidden treasure itself lies under a heap of leaves just raked up by the gardener. In close proximity to this pile is a card having written upon it "Game in sight," and is intended to encourage the treasure seeker in his quest by letting him know that the direction in which he is proceeding is the right one.

A little further on hangs a card on which is written, "Not bad," also a sign of encouragement. A picture of a snowstorm at a great distance from the treasure gives "Very cold," and the same idea is carried out in other equally amusing ways.

A nice prize in the form of a book of puzzles rewards the finder of the basket. This last is opened on the breezy porch, cold beverages and ices being passed at the same time, and the puzzle party comes merrily to an end.

GAMES FOR A GARDEN PARTY

Here is a novel idea for hostesses of the younger set who have at command a porch and a garden, however small.

Invitations are issued for "A Garden Grow Entertainment," and instead of her own name the hostess signs herself "Mary, Mary, Quite Contrary," the address giving the only necessary clue.

"Mary, Mary" wears a calico frock, made in Kate Greenaway style, which can be copied from an illustration in a nursery book.

The garden is set forth with huge, old-fashioned cockle shells and around the porch or along the wall or fence are set huge crêpe paper sunflowers.

All the games are founded on flowers and most of them are arranged in strikingly novel ways. For instance, during one quarter of an hour guests are conducted to a little garden bed consisting as yet only of earth, preferably dry sand, in which nothing growing is seen. A tiny shovel is passed and each in turn must dig. Almost every shovelful will turn up a little package of flower seeds, which, of course, belongs to the person holding the shovel. After each player has turned up a package she ceases to dig.

Each little package is then found to be enclosed in a specially made envelope, which the entertainer has decorated with a water-color sketch of the flower

whose seeds are contained in it, and below the sketch is written a quotation about the flower, the author to be guessed for a prize later on.

All the seeds should be those of blossoms favorable for planting at the season when the party is held.

Thus, for sweet peas, a pale cream-colored envelope could be fashioned and on it might be written this selection from Keats:

"Here are sweet peas on tiptoe for a flight,
With wings of gentle flush o'er delicate white
And taper fingers catching at all things
To bind them all around with many rings."

On a white envelope might be painted forget-me-nots, accompanied by this verse from Tennyson:

"... the sweet forget-me-nots
that grow for happy lovers."

THE DIGGING GAME

The Planting Game, which though old, is always so enjoyable, can be given a new twist for such an entertainment.

To get it up the hostess must some time in advance of the party cut from cardboard or rough art paper as many little shovel or, rather, spade shapes as there will be questions.

On each spade is written one of the questions familiar in style, but written anew, as:

328 The Mary Dawson Game Book

When I planted in the afternoon what came up?
(Four o'clock.)

When I planted Romeo on a dull day what came up?
(Love in a mist.)

When I planted Boreas what came up? (Snow-
flakes.)

When I planted Chantecler what came up? (Cox-
comb.)

The entertainer reads aloud the questions and the player first to call out each answer receives the spade on which it is written.

The greatest number of spades won by any person stand for the game, and the prize is a little brooch with top in the form of a spade.

A COMMUTER'S GARDEN PARTY

Absurdities only are attempted in the decorations, and these really please better than many effective decorative schemes elaborately carried out. Some walking sticks with the aid of crêpe paper are tricked out as sunflowers and ranged along one side of the wall. Oilcloth in a pattern which suggests stone flagging makes an amusing garden walk wandering through a lawn of green paper muslin.

Some extremely well-worn jokes mounted on cardboard and tacked up are labeled "Hardy Annuals," while a row of grocery boxes, painted green, ranged

along the wall opposite to the "sunflowers" is the "Box Hedge." These boxes are filled with sand with green artificial moss over it and are used in the game of the evening.

Each commuter as he enters the parlor is given a little blank book having the words "Season Ticket" painted in fancy lettering on the cover. Consulting these books they learn that the first contest is "Hidden May Flowers."

Little spade shapes cut from cardboard are then passed, on each of which is written an original jingle about the pleasures of gardening or concerning some flower or plant. Those which complete jingles, name partners for the competition.

In the grocery boxes described above each couple takes a turn at digging, the other members of the company looking on. The man and girl digging together are each armed with a toy spade. They dig until one of the pair turns up some article or picture which, when guessed, will give the name of some flower or plant. This article belongs to the person who can first call out the botanical name in question, whether he or she happens to be digger or onlooker.

For instance, a highly colored photograph of two women is Painted ladies. Several white woolly sheep tied together Phlox (flocks), and so forth. As these belongings are immediately turned over to the player who first names them, and as each represents a point

toward the prize, the hilarity of this feature can be imagined. Each of the couple who capture most May Flowers receive a gift. The young woman's souvenir is a hatpin with flower top, the man's a scarfpin with head in the shape of a spade.

AN ICEBERG LUNCHEON

The invitations give the first hint of the nature of the affair, being written on realistically shaped small polar bears cut from cardboard. The wording runs like this: "You are cordially invited to visit the polar regions and partake of an Esquimaux luncheon at 23 Willow Avenue on Tuesday, August 2d. The favor of an early reply is requested."

The hostess receives her company in a white gown, with belt and hair ornament composed of crystal beads. The hall and parlor are banked with pine boughs in which are caught big handfuls of cotton batting snow, while the floor cloths of summer increase the arctic effect. The dining room itself appears as a veritable corner of the arctic circle, the walls covered with sheets, and a profusion of glass icicles, shaved white tissue-paper, more cotton batting, and tinsel.

The table centerpiece is a block of ice arranged on a flat baking pan surrounded with white flowers. On the top of this make-believe iceberg, which, of course, emits a refreshing chill during the progress of the meal, is a miniature toy polar bear.

The place cards are of heavy white paper cut in the pretty geometrical shapes assumed by snow crystals, which can be found in an elementary book of physics.

The table is set almost entirely with glass and silver, and the hors d'œuvres provided are white candies, white peeled radishes, and tiny white onions.

The first course is tiny halves of deliciously sweet canteloupe filled with pineapple water ice. Small fruit, holding just enough ice to be refreshing, should be chosen for this appetizer.

Cold pickled fish with graham bread and butter sandwiches follow, and with this are passed some of the entrées.

The cold chicken of the main course is passed with fresh but cool baking powder biscuit and cold peas flavored with a sprig of mint.

Then comes a white and green salad of celery and pineapple, dressed with white mayonnaise, with which goes creamed cheese, crackers, and coffee. A choice of coffee hot or cold is offered. Whichever the guests select, the cup or glass comes heaped high with snowy whipped cream.

The bombe glace is composed of vanilla and pistachio cream and is served in a bed of whipped cream, while little fortunes wrapped in silver paper are frozen into it. The cakes which accompany this dainty are frosted with shredded cocoanut, and are very Icelandish in suggestion.

332 The Mary Dawson Game Book

Luncheon over, some pleasant contests carrying out the same frigid suggestion are enjoyed in the parlor. For one of these the long icicles made of barley sugar candy depend from a silver thread stretched across the room. One by one the players are blindfolded, given a pair of scissors, and sent to cut down the icicles. The player who succeeds in cutting most receives a pound of cocoanut candy wrapped in silver paper and tied with white ribbon and tinsel.

White cardboard polar bears cut like those of the invitation cards are hidden around the room. This is done in advance of the gathering, and when all are in readiness the hostess announces a polar bear hunt. The signal for the search is a handful of confetti snow tossed by the entertainer—in fact, this pretty plan gives the signal for each contest to begin. The women who find the most polar bears draw lots for a charmingly framed color print of the Arctic Regions.

For another good game, the Realm of Ice, pictures clipped from advertising sheets, illustrated magazines, etc., are passed, after little frosted cards and white pencils have been distributed to the players. Each picture is numbered and the players are asked to discover in it a word beginning or ending with the syllable "ice." Thus, a mother counseling a small boy in an illustration could be named Advice, and so on. A pretty glass bureau box filled with silver tinsel to

heighten the effect is awarded as the first prize for the cleverest set of answers, while the booby is a white bag of white candy, the edges of the bag fringed and tied with tinsel string.

GAMES FOR PORCH PARTIES

While the ideal porch entertainment is too pleasantly in keeping with the moods of the season to follow any hard-and-fast programme, it is a wise and successful plan for the hostess to provide some simple and novel pastime for her veranda guests.

Sometimes the little amusement is casually introduced as an afterthought during some pause in the conversation, but occasionally, too, a hint of the nature of it is given in advance, or guests are asked to come in some way prepared.

For instance, if the prospective company is of a literary turn, each might be requested, when the invitations are sent out, to come bringing his or her favorite poem. The kind of selection may be specified—a love song, historical ballad, nature sonnet—or the entire field of the poets may be ranged over.

Each guest must be prepared to read or recite the selection made. The result will be a charming little symposium and much entertaining discussion is certain to be brought about.

A NEW AMUSEMENT

Literary Dickering is another new amusement, or perhaps it should be considered rather an adaptation of an old favorite, which is admirable for the porch.

Each person comes bringing several bundles in which are wrapped up things for which the one in question has no further use.

On each bundle is written the title of some book, poem, or song which hints in a humorous way at the contents, affording a comic clue to any one clever at guessing, and failing this, provoking a laugh when the contents stand revealed.

A cotillion favor wrapped up and marked "After the Ball" will serve as an example of the concealed terms. Each one must exert himself to make the titles as witty as possible.

At a signal from the entertainer each guest passes his bundles to other players, receiving theirs in return.

The first exchange is made without unwrapping, but after this the articles may be freely examined.

The player retains any trifle that appeals to him and endeavors to dispose of the others as quickly as possible.

The game might well last fifteen or twenty minutes and can hardly fail to create fun.



AN AFTERNOON AFFAIR

For one successful afternoon gathering on the porch recently the hostess wrote on her cards together with the day and date the words: "A Chilly Welcome," and the plan of the affair throughout was to have everything as cold as possible.

Fans were provided a-plenty in all varieties, while electric fans helped out the summertime breezes, and funny signs reading "Keep Cool" or the like were hung up in prominent positions.

Punch was dipped up from a hollow in a huge block of ice as guests arrived, and later on, almost needless to say in view of the invitation, ices and other chilly good things were served.

In between the entertainer read aloud a short original tale of an Eskimo; scene, the Arctic Regions. The chilly adjectives were omitted and these had to be supplied by the company for a prize.

This prize, by the way, proved to be a silver spoon for serving shaved ice, and the booby a box of candy icicles.

Another successful entertainer often, though not invariably, arranges some form of guessing contest for the porch.

A GUESSING CONTEST

One that proved very engrossing a short time ago was one in which a small tub filled with water and sur-

336 The Mary Dawson Game Book

rounded by vines and leaves to simulate a small pond was arranged, and guests were called on to say how many of the pretty rounded stones provided for the purpose might be dropped in before the water overflowed.

The person guessing most cleverly received an illustrated copy of "The Barefoot Boy."

Another plan hit upon by an inventive chatelaine to amuse several young couples was a winding contest, where the man held the skein of yarn on his hands while the girl wound it. Each of the couple first to wind their skein received a gift.

The gift in the man's case was a hand-knitted cravat, the girl's a crocheted scarf.

To break the worsted as a means of disentangling any knot was against the rules.

LAND FISHING

One merry party of guests, too, had a most diverting time fishing over the porch railing. On the grass below the porch were small white boxes containing inexpensive prizes, each box having a big loop in the ribbon with which it was tied.

Fishing lines of ribbon with hooks on the end were passed around and every one tried his luck. Any box that was caught became the property of the fisherman in token of his skill.

A TENNIS BREAKFAST

Tennis has come so thoroughly into its own as an athletic pastime for the younger set that many clubs founded on the game have sprung up in country as well as suburban localities, and tennis parties of various kinds add to the pleasure of the out-door season.

One delightful affair easily arranged in connection with a game or tournament is a "Tennis Breakfast." The breakfast may be a very early one, preceding the game, or it may come at the conclusion of a certain number of sets in the forenoon. In Southern latitudes a cloth can be spread upon the greensward quite early in the season. Or a table can be arranged English fashion under the trees on the lawn. Whichever plan is followed, guests might find their places at table by novel place cards. For these men take the round shape of balls, while those of the girls are in imitation of rackets. Quotations about the pleasures of life in the open air might be written on these cards, a half quotation on each ball might be completed on the racket.

If favors are used, these may take the form of cardboard balls which open and reveal candy.

Announce each item of the menu in tennis terms to add to the fun. This can be worked out very amusingly. I give an illustration of a springtime bill of fare, tennis style:

338 The Mary Dawson Game Book

First Serve

(Halves of Grape Fruit Prepared with Sugar)

Caught in the Net

(Fish or Broiled Shad Roes)

Game

(Game or Poultry Served with Fried Hominy)

Smooth Side

Rough Side

(Mashed Potatoes)

(Spinach or Asparagus)

Tossed

(Salade Chiffonade)

Doubles

(Circular Rolls Split and Buttered)

Singles

(Cream Cheese and Currant Jelly Served Singly)

Striking Out

(Ice Cream or any Dessert)

Love All

(Heart Shaped Cookies or Sponge Cakes Iced in Pink)

Balls Served

Advantage

(Circular Candies)

(Coffee)

After the feast is over, distribute little cards on which is written out an amusing little puzzle in story form, and see which couple or, if you prefer, which player can correctly fill in most of the terms of the game. These when written out in the blanks designed for them will carry on a funny little tale very amusingly.

A TENNIS ROMANCE

The young pair first met at a——(ball), and from the beginning it was a case of——(love-two). Al-

though— (thirty) years of age, he paid his— (court) to her with all the impetuosity of a boy of— (fifteen). Notwithstanding this so evident devotion on his part, a “cattish” member of her sex did not hesitate to say that he was caught and fast— (bound) in her— (net). The best argument against this— (cutting) insinuation was the fact that the— (advantage) was almost entirely on his— (side). He was but a poor lieutenant in the— (service) of his country, while she was an heiress in her own right. Their romance had its— (rough side) and its— (smooth side). Part of the— (rough side) was due to the unexpected— (racket) stirred up by her guardian, an uncle. This irascible relative at first threatened to play the— (deuce) with all their cherished plans. “It’s all your— (fault),” he fairly— (volleyed) the words at the unhappy aspirant. “You’ve made a dead— (set) at the girl’s fortune. You’ve played a— (game) and played it— (double); but I can tell you, sir, that while I am here to look after her interests you sha’n’t— (score).” At this critical juncture the beloved one hearing the— (racket) (returned) to the room, which proved a great— (advantage) to her suitor. With pretty cajoleries, the poorer of which she was well aware of, she succeeded in— (striking out) the severe dictums and refused to— (let) the words which must mean their separation pass the old man’s lips. With many an

imperious——(toss) of her pretty head, gestures which threatened to bring her lovely hair tumbling from its securing——(net), she proceeded to prove to her adoring guardian that innocent young——(love) cannot be regarded as a——(fault), but that, on the contrary, the human rule is——(love-all). So that, after a taste of the opposition which seems requisite to a true romance, they were married, and although she is now approaching——(thirty), and he is over——(forty), (love) increases with each year.

A ROOF-TOP FROLIC

Not until the average city hostess remains in town a season herself throughout the hot weather does she realize how many there are who, like herself for business or other reasons, must take their vacations at home.

The smiles of the weather man being positively necessary to such jollifications, the roof parties are always arranged by telephone. The sky proving propitious and a congenial group of friends being "connected with" over the wire, preparations begin.

Chairs, benches, potted plants, and some of the older rugs and carpets are carried out upon the roof. Paper lanterns are strung up and the roof lanterns filled with oil. Sundown to 11 o'clock is mentioned as the duration of the party, and a buffet supper, cold, but abundant, set forth on a white covered table on the

scene of the festivities, awaits all those who have curtailed their evening meal to be on time.

This table remains during the evening, and guests help themselves as the open air stirs an appetite.

There are guitars for the musical hour and a table of cards for the elders.

Sometimes all ages mingle in good old-fashioned games.

Questions in mental arithmetic, in history, literature, science—in fact, in any field in which the average young person ought to be versed—are allowable.

PORCH GAMES

Sometimes it is difficult to obtain just the amusement that is wanted for a porch party, the limited space prohibiting many games possible indoors and the summer heat making others taboo.

One summertime hostess tried the following plan, which was very much liked: She invited her guests already present to attend a vacation course at the Observation School, the course to last an hour; and, all present agreeing thereto, small blank books were passed around, pencils being distributed to those who did not have them at hand.

“What building on our main street has a Grecian portico?” was the first question, and the “students” had five minutes to answer it.

“Describe the architecture of St. Stephen’s Hos-

342 The Mary Dawson Game Book

pital" followed next, and here the time limit was ten minutes.

"What newspaper building in our town has a weather-vane shaped like a golden arrow?" was another query which proved puzzling, although the building in question was passed by many of the students almost daily.

An hour was devoted to the questions, after which the hostess announced the answers, players correcting their books thereby. A prize which took the form of a pair of opera-glasses was awarded for the best series of answers.

A PLAN AND GAMES FOR A ROOF PARTY

The roof party is not necessarily an evening entertainment, as so many imagine. During the late afternoon a really delightful merrymaking may be planned there.

THE INVITATIONS

Invitations are written on the ever-popular correspondence cards, decorated with views of mountains in pen and ink. The wording is as follows:

MRS. AYMAR CUNNINGHAM

AT HOME

JULY 3, FROM 3 TILL 7 P. M.

MOUNTAIN CLIMBING

Naturally, there will be much speculation as to the nature of the mountains guests are to climb.

Arriving guests are met at the front door by young girls who are attired as pseudo-Alpine guides with long linen dusters and deerstalker hats. The guides present each visitor with a small note-book attached to an "alpenstock."

THE AMUSING SIGNS

The mountain is the series of stairs leading to the roof, with the final ascent by ladder thereto. The guests are not conducted separately "up the mountain side." The guides alternate in climbing and only when a little group has collected is a start made. To insure her personal safety each tourist takes hold of a rope one end of which is held by the cicerone, and so tethered the party proceeds leisurely but mirthfully up the stairs.

All along the route are tacked up amusing signs. One flight up is Point Lookout, two flights up Half-way Mountain, while the last flight is marked This Way to the Highest Peak.

The roof is strewn with leaves and pine cones, and any portion of it which would prove rather too sunny for comfort at 3 o'clock, is shaded with a canvas awning. Scrubby pine trees dotted here and there help out the realism.

The various mountains to be climbed are repre-

344 The Mary Dawson Game Book

sented by pictures, and small objects arranged either singly or in groups. Each picture or group has a number, plainly written, to identify it.

When all expected guests have arrived, the mountain climbers are asked to identify these mysterious eminences and to write down the names in the little red-bound books. Numbers corresponding to those on the mountains are written down the margin of the pages inside the little books. Here are some of the various ranges and peaks:

MOUNTAINS TO CLIMB

A set of table tenpins. Knockmeakdown Mountains.

Turkish flag with crescent. Mountains of the Moon.

Picture of the Capitol at Washington. Mount Washington.

Kodak view of a waterfall. Cascade Range.

Dollhouse table with dishes. Table Mountain.

Death list from a newspaper. Mourne.

A square of the appropriate white soap. Castile.

Picture of Indian with tomahawk. Apache.

School geography. Atlas.

A baking dish. Mount Baker.

Picture of the Zodiacal bull. Taurus.

Papoose in Indian cradle. Cradle Mountain.

Piece of the material of that name. Cheviot.

Doll's cooking outfit. Cook.

A toy mouse. Catskill.

A rocking chair. Rocky Mountains.

Snapshot of children coasting. Coast.

The sign & with several e's. Andes.

Mouth organ. Organ.

Fruit peelings of any kind. Peling Mountains.

A ball and a tin can. Balkan.

Two letter o's and a Noah's ark. Ozark.

Quinine and some kind of root, as ginger root.

Bitter root.

Plaster cast with sleeping figure. Everest Mountain.

The time allowed for guessing the riddles is half an hour.

There are three prize awards, all are mountainous in suggestion. The first takes the form of an embroidered native apron "from the Balkans"; the second is an illustrated gift book on "The Flowers of the Alps"; the third is a picnic basket "for mountain tramps."


Supper is served at one side of the roof, which the hostess calls "Table Land."

The centerpiece for the table (built on a circular tray) is a miniature mountain composed of stones, moss, etc., with the sparse mountainous vegetation suggested by wee tips of pine or cedar inserted here and there; there is, of course, a tiny cap of raw cotton

snow at the crest. Elsewhere the board is charmingly trimmed with trailing wild strawberry sprays, ferns, pine cones, and other woodland trophies. The cones are used as place card holders, the cards being inserted between the sharp little points of the cones.

At each cover is a souvenir, the name of which suggests a mountain, hill, or range. Thus, a cornucopia covered with tissue-paper and filled with candy below the surface is Big Horn. A crimson pennant is Mount Harvard, a toy umbrella, Rainier, and guessing the pun which lies at the basis of each little gift renews the afternoon's fun.

The menu begins with huckleberries "culled at the foot of the mountain." This is followed by "Alpine broth," or cold jellied consommé, with little crackers, called "tourist biscuit." Of course, there is "brook trout," that dainty of mountain regions, whether or not actually the mountain variety, at least very delicious, and served with "wild duck eggs" or tiny white potato balls. The main course is duck served with "Indian dainty," or fried hominy and spinach. The salad is endive with French dressing, christened "sweet grass" salad. With it goes "camp bread" or zwieback. For dessert there are little mountains of chocolate ice cream tipped with whipped cream snow decorated with wee trees of angelica. With them go chocolate cooky bears and glazed nuts are passed with the coffee.



GAMES FOR AN EVENING LAWN PARTY

I

Give each man a lantern and the name of some girl for whom he is to search. He must do this without speaking or telling the name of the person for whom he is looking. The player first to find his partner wins the prize.

II

"Continued Story," wherein one person begins an original yarn and each successive player contributes his chapter to it, is a good game for a lawn party. Players sit on the grass in a circle and the turns are changed by the hostess, who tosses a handkerchief to the player who is to begin. That is, the entertainer tosses the handkerchief to the person who is to begin, and when this person has continued the tale as far as possible, he or she tosses the handkerchief or ball to some other player, and so on. The last player must conclude the story or pay a forfeit.

III

Twenty Questions, What is My Thought Like, Enigmas, and all kinds of mental games are suitable for an evening lawn party. Many such are given in other parts of this book. All the games given for an evening lawn party are also suitable for a moonlight picnic.

IV

Description. A pleasant pastime which need not involve a prize is a variation of Blind Artist. The lady first describes something to the gentleman, her partner. He is asked not to draw, but to guess the subject of the description. Then let the gentleman describe an object and the lady guess what is meant.

V

At a party in honor of a newly engaged couple much fun was aroused by having the ladies one by one describe something which the men tried to guess. Then the men one by one described objects which the ladies tried to guess and each one guessed by the opponent's side counted one point. The description found most puzzling was that of the Heart. This would make an attractive Hallowe'en or Valentine game, especially if the describers endeavored to introduce sentimental themes, such as the Heart, Love, Affinity, and so on.

VI

Cobweb in the Dark. The Cobweb Game could be played in semi-darkness, having the strings of tape or cord a little stronger than usual and simply wound, not tied, very tightly about surrounding objects. Leading away through the trees on the lawn it would be

exciting as well as picturesque. Pumpkin lanterns would make the search doubly attractive.

AN AFTER-VACATION PARTY

A cunning idea for the invitations is to mount kodak prints (of which there are sure to be some in the vacation trunk) showing the hostess enjoying some feature of her vacation. The back of the photograph card can be used for the writing, which could take this form:

Dear Helen—I hope you can come next Thursday at 8.30 P. M., when a number of us who have recently returned from our vacation trips will meet to compare notes and to enjoy the summer good times once more in retrospect. If you can come, please bring as many of the following as possible to add to the fun: (1) Your most interesting experience. (2) The most unusual thing you saw. (3) The best story you heard. (4) The cleverest person of either sex you met and talked with. (5) The souvenir you value most, for exhibition.

Sincerely yours,

HARRIET DAY.

It would be attractive to carry out the idea of vacations in the decoration of the room and the table. Thus, if the entertainer has sojourned among the pines, she might use pine branches along her walls. If the seashore was the scene of her good time, shells and other marine trophies would be appropriate. Photographs representing features of the holiday should be

350 The Mary Dawson Game Book

mounted and hung up, and where any little joke or novel frolic is involved in one of these a short account of it should be written on a card and should be attached to the picture with ribbon.

To begin the fun, pass around when every one has arrived folded slips of paper with numbers on them. Have all sit in a wide circle around the room, and let each take a slip. The number on it will represent the sequence in which she is to give her experience. Then have other slips to decide which interesting topic will be taken up first. Turn these up at random. Thus, if Your Best Vacation Anecdote is turned up, the person holding slip No. 1 leads off with the best story heard during the summer outing, while No. 2, No. 3, etc., follow, until all have related some amusing story.

A most delightful and out of the usual programme may be arranged in this way. The souvenirs which the hostess has collected and exhibited may be examined while late arrivals are being greeted.

THE SUPPER TABLE

Have the refreshment table in keeping with the occasion. Let the centerpiece take the form of a birch-bark canoe, filled with water lilies or special candies or fortunes. Surrounding this have specially pretty colored pebbles and sprigs of balsam pine. Get large shells to hold the candies, olives, etc.

The souvenirs can be candy boxes in the shape of



summer girls with a place card tied to each. Or omit the souvenirs to avoid expense, and shape and paint from paper shells, summer parasols and other appropriate insignia. Have a different card for each cover if you have time for it.

Girls always enjoy having something a little different for refreshments, and for a simple party of the kind described I think the following would be attractive:

Ripe tomatoes cut in half (the softer pulp removed), filled with shredded sweet pineapple. Serve with this a white mayonnaise or dressing composed of half cream and half mayonnaise. Make handles for the tomatoes of angelica. With this have almond sandwiches, made by toasting the blanched almonds and putting them through a nut mill or chopper (or grating them if you do not have a machine). Make into a paste with a little lemon juice, and spread as you would any other filling. In the way of a frozen dainty have something out of the usual, as, for instance, brown bread, ice cream, and with it pass home-made tiny sponge cakes, hollowed out and filled with sweetened whipped cream in which pieces of candied cherries have been stirred.

An idea which has made a great "hit" with the young folks is a lantern picnic, the plan of which could be used for evening merrymakings right along until the frost comes.

352 The Mary Dawson Game Book

The hostess decides upon the scene of the frolic, which is usually within easy walking distance or on a trolley line; or it may be that some one places an automobile at her disposal, which will call from house to house on the appointed evening and collect the picnickers.

Invitations bid the guests to "an evening picnic," and mention that lanterns of some kind are indispensable. Have it carefully phrased, too, about the conveyance, so that the picnickers will understand without any possibility of mistake what trolley or train they are to take, or at what hour the conveyance will stop to bring them to the festive scene.

Have the picnic grounds lighted with lanterns and let some one be in attendance in advance, bringing with her the basket with refreshments, rugs, shawls, and other small comforts. If the evening is cold, a fire may be burning; or there may be fuel heaped up ready for lighting when needed.

Story-telling, singing old-time songs, toasting marshmallows, and popping corn are the pastimes par excellence for a lantern picnic.

The clever idea of a Boating Party is equally good at this time of year for the girl to give who is enjoying this capital sport on her vacation, and for the stay-at-home, who, without being able to leave town, yet wants something timely and out of the ordinary.

Fashion little rowboats by folding paper in the way



familiar to every schoolboy, and on these write the invitations, very briefly worded, as the space will be small. Inclose the boats in envelopes as you would an ordinary note.

Decorate the rooms with water lilies, lotus, rushes, and other aquatic flowers and plants, either natural or in paper, and cover the tables with flat mirrors surrounded with trailing greens, to give the effect of miniature lakes.

Other details adapted to the room or rooms at her disposal can be planned by the individual entertainer carrying out the idea.

Those who do not wish to go to much trouble in decorating the rooms can reserve the decorations for the supper or luncheon table. The centerpiece can in this case be a toy rowboat filled with lilies or aquatic flowers, arranged on a flat mirror, which when surrounded by greenery will give the effect of a miniature lake. Have paper cases in the form of water lilies to hold the bonbons, olives, etc. Have green paper doylies (to go under each dish) specially in the shape of big lily-pads. Tiny green frogs may be distributed over the cloth, and the idea carried out in various similar ways.

FUN WITH AUTUMN LEAVES

When the woods begin to glow with their autumnal colors the entertainer whose artistic sense is strong will

save her purse by making use of these woodland treasures for her guest functions, large and small.

By making the dance an autumn leaf carnival, the dinner or luncheon an autumn leaf repast, and the social an autumn leaf party, a note that is distinctly novel and timely is sounded without the addition of a dollar to the original cost.

Whatever the nature of the frolic that you have planned, the same charming idea is available for the invitations, which can be written on specially prepared cards.

Wax or press some perfect specimens of the leaves, red and yellow, selecting those which are not too large, Cut cards square or oblong from bristol board, or use correspondence cards, and on each glue one of the natural leaves. Two small leaves with stems crossed make an effective decoration. The card is then ready for the wording. For a social you might select and prepare leaves as large in size as can be had and glue each on a square of white cardboard. Cut out the leaves so mounted and write the invitation on the back, after which each improvised card can be slipped into an envelope.

THE DECORATIONS

Nothing can be prettier for holding the flaming branches when it comes to decorating the rooms than the gray stoneware crocks or those in other artistic



tones which are sold for preserving and other household uses. The shapes as well as the colors in these inexpensive vessels are delightful and several of them filled with autumn leaves and wild asters can substitute satisfactorily for the most expensive vases. Have clusters of the leaves in all corners of the room, on book-shelves and on tables, and shortly before the guests are expected large boughs can be tacked up above the doorway, while smaller sprays trim the chandelier.

If the entertainment is to take the form of a little social, whether to celebrate some event at home or to draw together the young people of the church or Sunday school, one good feature for the programme would be a guessing contest in which all are called on to name different kinds of autumn leaves which are exhibited.

The simplest way to get up this puzzle is to press or wax twelve leaves each from a different tree and to mount them on a large sheet of cardboard. Number or letter each leaf and then pass around paper and pencils and have all try to write down the names of the trees numbered or lettered like the leaves. Give a book on trees as a prize.

This simple way will recommend itself to the many who must save time first of all. But many girls love a bit of dainty work which can be taken up in odd hours, costing nothing, and to all who have time for it

I would suggest getting up the puzzle very daintily and at the same time providing lovely souvenirs of the occasion for all. Get thin cardboard, and having first drawn a pattern of a large autumn leaf (about twice the natural size) cut out from the cardboard two shapes which are to serve as a cover for a booklet. Using the same pattern, cut out eight or ten leaves from paper for the leaves of the book. Bind the cover and the sheets together by drawing baby ribbon through two perforations at the top or the side. On the outside of each booklet mark "Autumn Leaves of 19—" in fancy lettering. Then mount a pressed autumn leaf on each page and number it as before. When the game is to be played give each guest a booklet, or give each couple one between them if the gathering includes both boys and girls, and let all compete for the prize by writing the name of each leaf as it is supposed to be under the specimen itself in the booklet.

ANOTHER CONTEST

For a small gathering another good and simple pastime is designing and coloring a prize autumn leaf. In the center of the table, around which all sit, place a color box, pencils, glasses of water, art paper, brushes, etc. Each player may be called on to design and color one or more leaves. This must be done from memory or imagination without a copy of any kind.



A sofa pillow worked in a design of autumn leaves makes a capital prize.

For an impromptu game or one where the entertainer wishes to avoid advance preparation, give each player pencil and paper and award a prize for the best leaf drawn with the eyes closed. For a juvenile party the leaves may be cut out of paper with scissors in competition for a prize, but have each child think out and design his or her own without adult assistance.

Also for a Tot's Autumn Leaf Party have a blindfold game on the plan of the famous Tailless Donkey, of which the youngsters never tire and which all know how to play. Instead of the donkey on the curtain paint a long bough of a tree almost bare of leaves. Give each child, when it is blindfolded, a leaf cut out of muslin, which has been stiffened and colored, and send it to pin this leaf on the bough. Many leaves will go wide of the mark, needless to say, when the tots are blindfolded, but all those who succeed in attaching theirs to the bough are eligible to draw for the prize. This may be a penwiper cut out in autumn leaf design, or one of the booklets described for the adult party may be fashioned, with the name of each leaf written clearly below it instead of being left to the imagination.

Where such a feature is practicable it is charming to have the parlor floor strewn with leaves with nuts hidden in them, so the children may hunt for them.

Or, for the little people, have a novel leaf search.

358 The Mary Dawson Game Book

Any one who has half an hour to spare in a country lane can gather the necessary specimens for this instructive game. Have twelve leaves of each kind; varieties may be duplicated if necessary. Press or wax the leaves or preserve them in any way you prefer. When the search is about to begin give each child twelve leaves which are mixed. Offer a prize for the child who first holds twelve leaves of the same kind. The collections are to be made, of course, by exchanging those given at the beginning of the game. Each child decides what variety of leaf it will endeavor to collect.

PARLOR FOOTBALL

I

Cover the parlor floor with green baize to represent the out-of-doors, and remove from the room any furniture or bric-a-brac which might be damaged by some rather lively scrambles.

Have on the parlor table one of those large papier mache footballs which come for holding candy and which retail at from ten cents to a quarter dollar. It should be filled with a mixture of various sweets. When all have arrived, open the box, give everybody little tablets and pencils, and have all guess how many candies the ball contains. Each guesser is given just a peep. The ball with contents goes to the girl or boy who guesses correctly or who comes nearest.

II

For another five minutes of fun you should have a real football, not necessarily to be given away. Everyone is banished from the room, and while they are absent the entertainer hides the pigskin away in some nook or cranny about the room. The company is then summoned back to the parlor, and it is announced that the person first to find the ball will win a prize. This may be the ball itself, if such a present is not too expensive and if the winner is not a girl. In either of these cases some little trifle, such as a desk blotter decorated in college colors or a calendar with ribbons of appropriate hues, may be substituted.

III

If the party consists solely of boys a set of tenpins might be arranged at one end of the room for the next frolic and each lad in turn can try to knock down as many as possible by kicking the football into them. A football sofa pillow would make a splendid prize.

IV

Here is a game which both boys and girls can play in case the company is to include both. Before the guests arrive put a tack in the ceiling at one end of the room, to this attach a long cord and the ball. It

should come a trifle above the head of the tallest of the party.

Now blindfold each player. Turn him or her three times around in order to lose bearings and give two minutes by the watch in which to find the ball and touch it. All those who succeed in doing so may draw for the prize. A pin-cushion in college colors would be a good suggestion for this prize.

V

If you get one of the wee balls which are sold for five cents in all large shops around Thanksgiving season, this can be used in a most laughable game of football. I forgot to say that a number of palm-leaf or paper fans are necessary.

Two lines are marked with chalk on the baize and one-half the company takes up its stand on opposite sides of these divisions. The game is to blow the ball (by fanning it) into the enemy's territory. Every time it is blown across the line belonging to an opposing side it counts one point for the side wafting it. There is no prize or, rather, there need be none; the fun and excitement when every one begins to fan at once and the ball wobbles in the balance are reward enough. Then, too, it is difficult to draw up a code of rules for this game, which would be necessary were prizes given.

VI

For another jolly contest of a quieter sort pass little tablets and pencils, or cards, and ask everybody to close eyes and draw a football player in full regalia. The impossibility of guiding one's pencil under these circumstances and of following the progress of the work will result in some very funny footballers. The artists themselves will be surprised to see what they have drawn. Give a prize for the best or for the most absurd if you prefer.

VII

Another bit of fun might lie in making as many words as possible by transposing the letters in the word Football. This is a game which all schoolboys and girls will enjoy. Allow ten minutes for working out the smaller words and pass slips of paper or cards for writing them down. Give a nice pocket dictionary for the best list.

VIII

Next take some simple article, such as a thimble, a pencil, or a box of matches, and enclose it in the little pasteboard football. This must, of course, be done where no one will see. Close the box tight, and pass it from hand to hand. Each player is to shake the box and try to guess from the sound within what it contains. Chalk up all guesses on the blackboard and reward the correct guesser.

IX

Or you can have a football, either real or papier mache, on hand and make its dimensions the subject for puzzling. Place it on the piano or mantelpiece, in full view, and have everyone, standing at a distance, guess just how long it is, and also its waist measure. It will be found that guesses will be widely different.

For the supper have the table appropriately decorated. A shallow bowl holding water can be placed in the imitation football which lies in the middle of the table, and in this stand the stems of the flowers used to complete the centerpiece. Chrysanthemums are lovely for this, but, of course, everyone cannot get these, and really the wild flowers, especially golden rod if it is still in bloom when the party is given, are hardly less effective. If you can afford them use as souvenirs the little football players with unkempt hair which come to be filled with goodies.

**GAMES AND PARTIES FOR
SCHOLASTIC OCCASIONS**



GAMES FOR A COLLEGE PARTY

DECORATE the rooms with the school colors and with those of the future alma mater. Have the school colors as monogram on the notes of invitation, and a picture of the future college with wreath of flowers or leaves on the wall.

A good puzzle game might be founded on the names of the different colleges, male and female, with the letters jumbled, to be straightened out by the competitors, as Aley (Yale), Vrh dara (Harvard). These should be written on blank cards with spaces opposite for writing the answers. Give a college flag for the best set of names.

Or with ribbons singly or in combinations, make out the colors which represent the different institutions of learning all over the country. Tie these up in different parts of the room with numbers attached. Provide pencils and papers and let each player write down the names of the different colleges represented, identifying them by the numbers with which they are marked. College cushion as a prize.

If you can secure a picture of the college president, squares of pasteboard with pencils attached by college or school colors could be passed around and the girls

called on to make pencil copies. Prize for the best likeness.

A "composition" on some very absurd theme is always good. I remember one occasion on which a grown-up company was asked to write on "The Industrious Ant." Results were most mirthful.

Or you could award a prize for a serious essay of fifteen minutes' duration on "Why I Wish to Go to College."

FEATURES FOR GRADUATION AFFAIRS

Some of the pleasantest entertainments of the entire year are those which precede graduation, when the juniors formally receive the seniors, or the seniors informally invite some other student body, when with even a little care expended on the programme everybody has the best of good times.

Frequently the class function takes the form of a reception carried out with due formalities. A popular plan for it is to have the first half of the afternoon or evening given up to drills, recitations, or other stage performance, while the last half brings dancing and supper. Where dancing is not permitted by the rules of the institution, lively games and other comic features may take its place.

SOME NOVEL IDEAS FOR DECORATIVE PURPOSES

A question that comes up each year is: "How to decorate the scene of the festivity?" Flags and bunting there have been for years back and something new is needed. Sometimes it is no easy matter to attain harmony, for the class colors, motto, and flower all must figure.

When paper lanterns in class colors can be obtained these make one of the most effective decorations if carefully placed. For example, the walls of the hall or class-room can be banked with branches either in leaf or blossom and some of the lanterns hung from these boughs. Have the class flower in paper, or the natural bloom, if it does not fade too rapidly, and make garlands of these with a basis of narrow tape on which to swing more lanterns or pennants. Have the class motto over the door worked out in the special flower or in illuminated lettering and have bowls or vases of the natural flowers below.

The lanterns should not be lighted for an afternoon function, and for a daylight party out-of-doors with a background of green, such as many schools can boast, long streamers of tissue-paper in class colors cut like ribbons and thrown over trees and shrubbery will be found artistic.

THE FORM OF ENTERTAINMENT

One of the most puzzling points of the entire entertainment is the stage programme. Usually this has to be completed in an hour or an hour and a half, and brains are racked to devise something which the bright minds of other classes have not thought of in the past.

A rose drill is a feature pretty and appropriate which could be arranged by any class large or small. When the number to figure is small it is better to confine the costumes to one color, though not necessarily white, and to have the evolutions shorter. As to color, the girls might wear pink and carry pink roses. Or the dress could be cream with pale yellow roses, the figures occupying fifteen or twenty minutes. Where the number is large, there could be several groups in different tints and colors with appropriate flowers and a number of poetical figures. Thus, at the Coming of the Rain, the roses bend and sway, while at the Return of the Sun they stand erect once more and look skyward. Where more than one color is used there is special need of a dress rehearsal in advance to ensure harmony of tone. Paper roses can be used in the drill if necessary.

Another attractive idea of a different order is to take the name of the school, separate it into letters, and then have each maiden who takes part render some



bit of entertainment appropriate to the letter bestowed upon her. For instance, when the letter is G some one could sing a pretty ballad in German, and when the letter is P a class prophecy could be delivered. This continues until each letter has been accounted for.

It would be extremely novel and entertaining, too, to have a number called the Learned Ladies, where each girl appears costumed to represent some celebrated woman of the past, and an original dialogue bringing in the condition of education at the different periods of the world's history, so far as woman is concerned, results. One fair student might impersonate Hypatia, another Madame Roland, another Mme. de Staël, another Abigail Adams, Lady Jane Grey, and so forth, and, while using the phraseology of their day, all should give in sprightly dialogue some account of their studies, their teachers, and the ideas of female education which prevailed when they were students.

When the second half of the programme is a dance, plan to have this full of fun and surprises. Have it a favor dance for one thing.

Here are a batch of suggestions for simple home-made favors. Blotters and needle-books or sachets in the form of pennants, ribbon flower sachets in the form of the class flower, or paper flowers (the appropriate one, of course) made with a little sachet tucked away at the heart, pin-cushion dolls in the school or class colors, book-marks with the class mottoes, tiny

booklets made up of blue prints of the institution and classes, bound with narrow ribbon.

An attractive way to distribute them would be by means of a Class Bonanza. Have a large box filled with sand and cover the box with heavy wrapping paper to simulate rocks. In the sand have buried little favors wrapped in silver paper. Each participant in turn is given a tiny spade and is allowed to "prospect" for three minutes, retaining the silver found. Or the favors can be buried in a huge sawdust pile which comes in decorated with the appropriate colors, flags, etc.

THE REFRESHMENTS

Refreshments are never more important than when served at a school function. The question of what to serve and how to serve it is a most engrossing one, but the following menus will be found to cover the ground and to allow of slight changes:

LIGHT REFRESHMENTS

I

Grape Juice Punch	
Lettuce Mayonnaise Sandwiches	
Mocha Cake	Bonbons

II

Jellied Bouillon	Salt Crackers
Chicken Salad	
Bread and Butter Sandwiches	
Olives	Hot Coffee

III

Creamed Chicken	Hot Butter Biscuit
Tea, Hot or Iced	
Strawberry Ice Cream	Sweet Wafers

ELABORATE REFRESHMENTS

Canteloupe Filled with Diced Fruits		
Decorated with Berries		
Creamed Crabmeat in Peppers		
Crouton Fingers	Lamb Chops	
Peas	Escalloped Potatoes	
Endive, French Dressing		
Crackers	Cheese	Coffee
Angel Cake Covered with Whipped Cream		
Trimmed with Cherries		

A "SCHOOL-DAYS" PARTY

You will need a blackboard, a map or two, if possible, to hang on the wall, and a desk or table for the teacher. If possible, remove upholstered chairs from the room and let the players sit on plain wooden ones from the kitchen.

Get up an absurd list of "Rules and Regulations," to be written out very legibly or typewritten and hung where all can read it.

Here are some examples of such rules:

1. Molasses taffy and pickled limes are forbidden in the pupils' desks. All such edibles found will be confiscated by the teacher.

2. Pupils arriving late will be kept in during the noon recess. Pupils detained by legitimate business must have letter from parent or guardian.

3. Boys and girls wishing to speak to each other in the school-room must obtain permission from the school mistress.

The games are all appropriate to the idea of a school.

One of these might take the form of an old-fashioned Spelling Bee. A list of catchwords should be worked up in advance.

The worst "lesson" can be expiated by reciting the multiplication table.

The class in botany should be required to identify the leaves of different trees and to distinguish between photographs of the trees themselves.

The person whose "recitation" is faulty should be compelled to stand in the corner five minutes.

Then have each player rise and declaim, selecting any "piece" he or she thinks best suited to the talents possessed.

The teacher must award a prize for the best recitation.

AN ARITHMETIC FROLIC

Invitations are issued for a Green Leaf Arithmetic Party, and arriving guests should find the porch charmingly trimmed with fresh green boughs, very cool and refreshing to the eye, while sprays of green

leaves and vines in combination with field flowers fill vases and bowls placed here and there.

When all have arrived and wraps have been removed the hostess passes around distributing leaf shapes cut from green paper on which are written examples ("sums" they are of course termed in honor of the occasion) extracted from Greenleaf's Arithmetic. The exhuming of this instrument of torture of past days is always provocative of much mirth among former "school girls."

Paper and pencils are then distributed and the leaves, which are numbered, are passed from hand to hand, each guest writing down the answer as it is thought to be.

When about forty or forty-five minutes have elapsed the answer papers are collected and corrected and the winner of the highest "marks for arithmetic" receives a pretty spray of millinery foliage for trimming a bonnet.

The quaint little brown-backed spelling book from which so many generations of boys and girls learned their "a, b, c's" is then produced and a little spelling bee arranged, the hostess acting as "teacher." The prize is the outfit for a word game.

Next, from a "First Reader," each reads a part of a page in imitation of her youthful style of recitation, and the prize is a book of famous selections in English prose, awarded for the most expressive performance.

374 The Mary Dawson Game Book

Refreshments consist of lemonade with tiny green leaves of the rose geranium floating in it and cookies cut out in leaf shape. Candied mint leaves are passed instead of bonbons.

A BEAN BAG PARTY

A very jolly afternoon party for school girls is one to which guests come wearing gymnasium dress or loose-fitting blouses for a Bean Bag Tournament. On the invitation cards is written, "Bean Bag Contests (Please bring a Bean Bag)."

It is surprising how many variations are possible of the old-fashioned bean bag game and what good fun they make. The order of the "Tournament" is as follows:

First. Toss and catch the bean bag—played with sides.

Bean Bag Target. For this little wooden toys are arranged upright on a table or stand, and the girls, grouped together at the opposite end of the room, try to overthrow them with the bags.

Bean Bag in the Ring. Here rings of varying size are drawn on the floor with chalk and each ring counts so many points. The smallest ring counts for most, and the largest least, points. The object is to toss the bean bags into the ring.

Overhead Bean Bag. Here the player stands with

her back to the target and endeavors to hit it with a bag thrown over her own head.

Score-cards or a blackboard should be at hand for keeping the tally, and it would be a pretty touch to have members of opposite sides wear ribbon rosettes of different colors to distinguish the two bands easily at sight.

A PARNASSUS PARTY

Something altogether new in the way of single idea entertainments is a Parnassus Party, which can also be styled an Evening with the Muses.

Very clever little invitations can be written or engraved in the following form:

THE NINE MUSES AT HOME

Temporary Parnasus,
504 W. Allingham Ave.

Thursday Evening,
July 28, 8 to 10.30.

Of course, the fun of the evening is based on the arts and sciences patronized by the goddesses in whose name the cards are issued. The learned explanation of the particular fields of the fair deities is not strictly adhered to.

Each art or science is taken up in turn, the first on the list being the lovely one of verbal cadences, presided over by the Muse of Poetry. For this players

376 The Mary Dawson Game Book

sit around a large table and cards are passed, on each of which is a puzzle that, when correctly guessed, will give the name of some celebrated poem. These cards are easily worked up in half an hour from advertising pictures with pasteboard, mucilage, and scissors.

Here are suggestions to show the plan:

Snow scene, with a border of twine pasted around it. Snowbound.

A crow on a crooked limb. The Raven.

Old sailor whittling toy sailing vessel. Building of the Ship.

An apple and a sword. Paradise Lost.

A shield with a blot of ink splashed on it. The Blot on the 'Scutcheon.

Photograph of children dancing around a Maypole. The May Queen.

A very small letter r and an equally minute 7. We(e) R 7 (are seven).

Two locks and a picture of a mansion. Locksley Hall.

Picture of an exaggerated nose from a comic publication. The Bridge of Sighs (Size).

Illustrations representing a crying baby. The Cry of the Children.

Clio, presiding over history, figures in a laughable game. Each player receives a card and pencil and folded slip of paper. On the latter is written the name of some historical event which the recipient is required

to illustrate by a pencil drawing. Fifteen minutes is allowed for the drawing. At the expiration of that time limit the drawings are removed by the entertainer, numbered, and pinned up on the parlor wall. Paper and pencils are provided and the company is asked to guess the scenes represented. The man or girl guessing most events wins the prize—a copy of Froissart's immortal Chronicles.

Examples of the events named for the puzzle would be:

Columbus Discovering America.

Balboa Discovering the Pacific.

Washington at Valley Forge.

The Battle of Waterloo.

ASTRONOMY GAME

Urania, with her vast science of the heavens, is not overlooked in the progression. To represent her the entertainer cuts from colored paper in several different shades and hues, including gilt and silver paper, a quantity of stars of different magnitude, varying from some barely visible to the naked eye to others suggesting very considerable planets. These luminaries are cut in several pieces each, the bisecting lines being made as different as possible—that is, straight across, diagonal, saw edged, scalloped. When the game is about to begin players sit around a large table in the center of which the star shower is heaped up. Ten

minutes is allowed in which to form completed stars from the fragments given. As each star is completed it is pinned to a large sheet of paper which each player receives for this purpose. The player having the greatest number of complete stars, whatever their size, at the completion of the game wins the prize, a stickpin with head in the form of a star.

THE TRAGIC MUSE

Melpomene, the Tragic Muse, furnishes entertainment in the form of a puzzle founded on actors and acting. Example:

1. An impromptu shop (Booth); 2, sharp, cutting (Keen); 3, a solemn statement and animal fat (Wil(l)lard); 4, a Scotch prefix and prepared (Macready); 5, the result of Cupid's darts (Bernhardt—Burn heart); 6, a mother in Israel, Rachel; 7, one of the Presidents of the United States (Jefferson); 8, a name often linked with that of Washington (Irving); 9, covering for floors (Terry); 10, real estate belonging to a male citizen (Mansfield).

One of the popular pamphlets containing pictures of favorite actors is the prize in this round.

Thalia, or comedy, appears in a novel set of unfinished titles, those of celebrated comedies—She Stoops to Conquer, The School for Scandal, The Comedy of Errors, etc. The first word in each title is given on the

cards, the remainder being represented by dashes, each dash one word.

The prize awarded to the player filling most of the twelve blanks correctly in the short time allowed for it is a copy of that ever delightful comedy, *She Stoops to Conquer*.

Ten minutes is allowed for puzzling out the different titles. At the end of that time the cards are taken up and the various guesses compared with a correct list in possession of the hostess. The player discovering most correct titles wins a book of poetry.

MUSE OF MEMORY

The illusive Muse of Memory is suggested by the ever popular Memory Game, where a table piled high with small objects is wheeled on the scene and at the end of three minutes removed, the players being required to write out lists of what they saw. The man or woman making the longest list wins a copy of an encyclopedia of common things.

The inspired art of the musician is also represented in a novel way. Guests play as partners, each couple receiving between them a card on which is written what appears to be meaningless jumbles of letters, mainly consonants. These, it is explained, are transposed names of famous composers. Each transposition is identified with a number, and players have ten

380 The Mary Dawson Game Book

minutes in which to work out the puzzle names, setting the letters to rights. The prize given, of course, for the best set of answers is a book relating in simple style the story of the principal operas.

NEW PARTY CALLED "HALL OF FAME"

A new entertainment for young girls in their 'teens who are following school classes in literature and history is a "Visit to the Hall of Fame."

To get it up the parlor or some other room of ample dimensions should be cleared of furniture, and on the walls should be tacked up numerous portraits of celebrities of all ages, either clipped from magazines and newspapers or obtained through the penny prints.

By using art cardboard in brown, green, or gray for mounting the prints, even the cheapest of these can be given quite an artistic effect. A few good engravings or photographs of celebrities executed by masters may be framed more substantially or passepartouted and included in the gallery, to be distributed at the conclusion of the game for prizes.

Names which occur on any of the portraits must be clipped off or covered up, and all must be numbered in sequence.

Now for the decorations of the Hall of Fame other than its exhibits. In the center of the gallery have a pedestal made of one large grocery box or two or more

small ones covered with white muslin. On this should stand a girl representing a statue—the Goddess of Renown.

She wears a white gown of Grecian style (loose and belted above the waist line) made of white cheese-cloth. Her arms are bare and in one she holds a laurel wreath. Her hair is dressed in Grecian style with a filet.

Have the portieres between the two rooms slightly drawn aside and posed beyond them have another statue representing the Flight of Time. This statue, too, is of Grecian suggestion, and she leans upon a scythe, the other hand holding an hour-glass.

On the pedestal at her feet is a basket covered with an evergreen wreath or a receptacle woven from the evergreens themselves. This is filled with little tablets the margins of which show all the numbers that appear on the photographs or pictures in the art gallery.

GIRLS AS SEASONS

In the corridor or on the stairs as they arrive guests are greeted by four girls dressed as the seasons, who conduct them to the Hall of Fame and present them with the tablets and pencils. These, by the way, may be of bone and erasable, so that after the game they may be cleansed and retained as note-books and souvenirs of the occasion.

In the invitations guests are requested to come very promptly at the hour appointed. This is in order that

382 The Mary Dawson Game Book

they may all see the pretty statues before they descend from their pedestals, as the poses cannot, of course, be held long.

The game of guessing the celebrities lasts from an hour to an hour and a half, after which all the players drop their note-books back into the evergreen basket. One or more of the seasons then come forward to conduct them to the supper room.

The supper table might carry out the idea of the afternoon or evening very prettily. For instance, the dainty holders for flowers or bonbons which come in the shape of statues holding urns, shells, etc., might be used as decorations, and the favors might be little bronze or plaster busts of celebrities. Where these last are introduced each girl should be given the name of the celebrity whose effigy she is to find at her cover, and in order to find her seat she matches the name written on her card with the little bronze or plaster figure on the table.

Where the little busts are not used, have at each seat a card on which half the name of some celebrity is written and distribute other cards with the matching halves just before guests enter the dining room. By matching the halves each discovers where she is to sit.

SERVING THE SUPPER

For the repast itself serve broiled oysters on toast and coffee, then a dainty salad, preferably a tart one,

such as grapefruit, with crackers and cheese, and, last of all, ice cream molded in the shape of statues; cakes and sugar plums.

After supper the Seasons again lead the company back to the Hall of Fame. By this time the list made by the competitors will have been examined and the awarding of the prize decided.

On the person who has succeeded best in naming the celebrities the Goddess of Renown then bestows a tissue-paper laurel wreath or one of the actual leaves. She hands her at the same time a little jewelry box, which contains a brooch in the form of a laurel wreath.

AN EVENING IN ARDEN

A class that has just entered upon serious study of Shakespeare might give a unique little entertainment, the scene of which is supposed to be the Forest of Arden.

Whenever Dame Nature is propitious this might take the form of an outdoor festivity, but when it must be held indoors, the class-room or hall can be rendered most attractive.

Use green paper muslin for the floor and benches, while pine branches and a few small trees furnish the forest background. Working in advance of the frolic with crêpe tissue-paper and wires the girls can make quantities of delightfully flowering vines for the sides

384 The Mary Dawson Game Book

of the room, while the green muslin on the floor is strewn for greater realism with pine cones, chestnut burrs, and such leaves as can be obtained.

Both those who are invited and those who entertain come costumed in impromptu representations of Shakespeare's characters, and each girl keeps her fictitious identity a secret. The men of the immortal plays as well as the maids and matrons thereof are present.

Each girl is given a little note-book and pencil swung on a ribbon to be worn like a chatelain, and on the cover of this book is pasted a number clearly cut from gilt paper by which the wearer of it is to be identified.

During half an hour the various characters stroll the Forest of Arden conversing merrily. It is the cue of each character to introduce into his or her conversation as many phrases and reflections as possible uttered by the Shakespearean personage in the text of the play whence the inspiration was drawn.

The girls should have carefully primed themselves with these selections. It is by such extracts, as well as by the costume and the demeanor of the masquerader, that one is supposed to guess her fictitious name.

These names when guessed are written down on the table identified with numbers.

At the end of half an hour or so the lists are collected and revised, and a print of the Bard of Avon artistically passepartouted is presented for the cleverest work.

NUMERICAL SUPPER

When supper time comes the girls are given numbers written on slips of paper and these correspond with cookies shaped like numbers which are arranged at the different covers, so that each guest finds her place at table by matching her number to a cooky.

With the ice cream are served fancy cakes representing dominoes forming combinations of numbers. Each of the platters are ticketed with a number: Thus, 1, Cold roast beef; 2, Stewed fruit; 3, Sandwiches; etc., and in passing or asking for any viand only the number thereof is mentioned, this rule making for much amusement.

"Will you kindly pass Three," says the guest who is desirous of a sandwich, and "May I help you to Six?" is asked when there is question of currant jam.

As souvenirs of the pleasant occasion wee tin kettles from the toy shop on which huge numbers have been painted are filled with popcorn and distributed as the guests are leaving.

HOW TO SLAM THE CLASS YOU ENTERTAIN

I

Make a frost scene with raw cotton, silver tinsel, shaved white paper, etc. Give each a shovel and let him dig up a "frost" for himself—that is, a little white covered package in which a joke or slam is tied up.

II

Make an artificial lemon tree and have a grind for a guest in each big crêpe paper lemon. The grind may take the form of a fake character reading, a fortune, a biography illustrated with advertising pictures, etc.

III

Give shadow pictures, human motion pictures (a farce in imitation of motion pictures where the stage is screened with heavy gauze and players are the "pictures"). Tableaux showing the future of class members. A romance bringing in the future of members of the class is also good. Read the romance aloud without telling what it is to be.

WHAT TO HAVE FOR THE SECOND HALF OF THE PROGRAMME

The most difficult part of the senior or junior reception is always the second half of the programme. Here are some of the things you can do after the reception proper is over to amuse and entertain your guests. Dancing, cards (with special novelty favors). Progressive stunts with prizes. Famous poems told in pantomime, as *Hiawatha*. Famous poem with musical recitative, as a drill in costume. The *Lotus Eaters* is an excellent choice. Tableaux showing the history of women in all the ages. *Pierrot and Pierrette Dance*



(all dancers costume as clowns). This can be a stage ballet or a costume dance. Portraits from The Old Masters (posed by girls). Musical Love Story (with answer rendered on the piano). Phonographic Entertainment. May Day Festival in costume, either indoors or out. Colonial School Days illustrated in pageant (to include George and Martha). Or School Days of Every Land.

TO ENTERTAIN A COLLEGE CROWD

At that time of year when school and college topics come uppermost in point of interest the woman who entertains at home might appropriately make the basis of her jollification, in an amusing way, educational.

A plan both clever and unusual could be thought out by using the idea of a pseudo-college course for the basis of the games and decorations. An example which occurs to me is a Course in the College of Fun.

From thin black cardboard make mortarboard cap shapes in outline, and write on each, using white paint like ink on your pen, the following bidding:

"You are hereby notified that a free scholarship course in the College of Fun has been opened, to which you are an eligible candidate. The Faculty invites you very earnestly to enter the lists. The course opens Monday evening, September —, at the Main

Hall, 34 Southwark Street, Professor Henrietta Atley in charge of the enrollment. The course lasts about three hours."

The professor named as being in charge of the enrollment is, of course, the hostess-to-be, and the address given as Main Hall is that of her home.

Those who desire to matriculate (that is, who will accept the invitation) should find the entertainer surrounded by a (mock) educational setting. Large books, such as dictionaries and encyclopedias, should be brought from their usual resting places on the shelves and placed open, or where they will figure prominently in view. If a large map and a blackboard can be secured these also will be good stage properties. Let the professor wear a mortarboard cap, which may be made of crêpe paper. Or a cap and gown can be fashioned from black silicia without too much realism in details, and need not be more perfect than is necessary to convey the comic idea.

The Professor, wearing big goggles, should be seated at a desk or table to which the applicant for the course is conducted by an "usher." Make the requirements for matriculation as comic as possible. For instance, the Professor might have written on a card a series of "problems," all of them utter nonsense, which the student must solve in order to determine to what class he or she shall belong.

Why does a goose stand on one leg?

If Jack Spratt ate no fat and his wife no lean and they cleared the platter, what became of the bones?

Why is a crow?

Half a dozen or more such queries, and when the responses have been read the cleverness of the answers will determine whether the applicant is eligible for the freshman, sophomore, junior, or senior classes. Give the newly admitted freshman a green ticket, the soph a yellow ticket, and junior and senior other colors in the same way. The "class colors" can be whatever the hostess elects.

One good contest might be in simplified spelling of an amusing variety. The students might be lined up as for an old-fashioned Spelling Bee. The Professor harangues them somewhat as follows:

Ladies and Gentlemen—I am about to call on you to devise a system of simplified spelling more concise and practical than the one advocated by ex-President Roosevelt. Why not, while we are about it, reduce the labor of phonetical representation to its lowest terms? The college has this matter so much at heart that the Faculty wish me to announce a prize for the best work in this field of letters.

Accordingly, the questions, of which the following are examples, are proposed, and players, according as they answer, go up and down, as in an old-fashioned spelling bee.

Spell a girl's name in two letters. K. T. (Katy).

390 The Mary Dawson Game Book

Spell all right in two letters. (O. K.)

Spell previously in one letter and a figure. B 4
(Before).

Spell another feminine name in three letters. M.
L. E. (Emily).

Spell "have consumed" with one numerical character. 8 (Ate).

These are hasty illustrations to show the possibilities of the game. A long list of similar puzzles can be worked up in half an hour. The player who is at the head of the class when the list is exhausted might receive a candy box, in the shape of a college cap, filled with sweets.

Have a reading lesson, of course, with a prize attached here also. A good idea for this "lesson" would be to have each student read a half-page from some book, certain words having previously been agreed on as taboo.

Whenever in reading his half-page the student reaches such words he must omit them entirely. If any word named as taboo is read aloud the player is required to begin his reading all over again.

MATHEMATICS

For "Higher Mathematics," to raise a laugh, play Buzz Phiz, with forfeits for those who stumble as they recite their "addition tables," according to the rules of the game. Let each person recite a table, but in-

stead of the figure 5 require him to say "Buzz," with the multiples of five similar words are substituted; thus, "Buzz" for ten; "Phiz" for fifteen, and so on. The buzzing which results when the multiples of the number are encountered is very mirthful, and a prize in the form of a book of comic verses or something of the kind adds to the fun.

COLLEGE ATHLETICS

After the "cramming" on educational subjects comes the lively round of college athletics. If a separate room is available for this part of the fun the floor might be covered with very cheap green cotton, tiny trees dotted about, and a big placard reading "Campus" hung up that all who run may read.

The little trees add to the amusement of the setting and are very easily arranged. Thus, small pieces of pine or cedar can be broken off the tree and inserted in big spools which have been painted green. These make very effective doll-house trees later.

If the green tips are not easily obtained, shave some green tissue-paper, glue a little knot of it on the top of a bare twig or stick, insert the lower end in a square of wax or soap. It will stand upright and be very arboreal.

Begin the athletics with a tug of war, in which the freshmen match the sophs and the seniors the juniors. Have a chalk line drawn across the Campus and let

the different classes try to draw their opponents across this line, each side having hold of a strong rope. Or let them join hands, dancing in a circle, and as they whirl around endeavor to draw the opposing class over the line.

Have a novel target contest in which the missiles are paper bags that have been inflated with the bellows and then tied so as to keep the air in. Anything will do for a target; a chair, a book, or, better still, a basket. Each student should have five throws, and a prize might be in waiting for the best record made.

For a 20-yard dash give each of the competitors a peanut and a match-stick. Start the race with a dropped handkerchief or a bell signal and see who can soonest roll his or her peanut around the room with the match. Plaster casts or photographs of masterpieces representing runners or classic figures in motion might be the prize awards here.

For another capital sport entailing no brain fag hang up an embroidery hoop and provide all the students with childish soap-bubble pipes. See who can send most bubbles through the hoop, each blowing in turn.

In addition to the little prizes which stimulate interest in the game, it would be fun to have some ridiculous boobies to be inflicted on any one whom it is thought should be so decorated. These boobies

might take the form of big gold and silver medals strung on twine, or even, for laughter's sake, on clothes line. Make them as large as big dinner plates, cutting the foundation out of cardboard and covering some with gilt, others with silver paper.

In fact, it occurs to me that a jolly way to find partners for supper would be to have one such medal for each student, signifying that he or she has satisfactorily completed the college course. Let the young men have the silver medals, the girls the gilt ones, and on each man's write the name of the "co-ed" whom he must invite for supper.

Where it is desired to use the medals as boobies, another plan can be worked out for the table partners. For instance, each student ere passing into the dining room could be handed a rolled-up scroll of ordinary manila paper (or anything else handy) tied with string and marked "Diploma." On being opened the name of the supper partner is found written there.

Let the supper table be as unique as the rest of the frolic. For the centerpiece have a little college made from a cardboard box, cut and painted, with windows and other architectural features. A square of egg-shell cardboard divided sharply in half will give a slanting roof to be fastened in place with pins. At each window have a tiny doll peeping out. The dolls should be fitted out with cap and gown of tissue-paper. Above the door have a scroll reading "College of Fun.

Co-educational." For the place cards use pennants in any colors desired, with the names of the guests written on them. More pennants can be used to decorate the chandelier, and ribbons in the colors chosen by the hostess can be drawn out from the little white house to the covers of the different guests. If the hostess selects the hues and flags of the high school or college which she is to enter this season, the class flower, either natural or of paper, will help out the scheme. Have this in bowls toward the corners of the table, or if paper blooms are all that are obtainable at the season, they can be used without stems and placed along the ribbons that radiate from the seat of learning in the center of the board.

It would be easy, if the hostess has a knack for designing ever so amateurishly with brush and pencil, to have candle shades in some way suggestive of the central idea. For instance, they might be of any material desired and decorated with sketches of jesters in college caps waving folly sticks, from which tiny pennants float. Or have the jesters indicating with their folly sticks the words "College of Fun. Co-educational," inclosed in scrolls.

The supper should not be elaborate, but it might be very amusing. For instance:

"Initiation exercises" would be a relish of some kind, as grapefruit, or salpicon of fruit, or oysters, and each succeeding course decided on would have a similar title



of educational suggestion bestowed upon it to round out the plan of the evening.

GAMES AND A PLAN FOR A THEATRE PARTY

Each player should receive a yellow ticket with Orchestra 29 or some other appropriate nonsense printed on it.

Guests are also informed that "hats are checked in the dressing rooms," and that "ladies are respectfully requested to remove their hats during the performance."

A child dressed as a page distributes printed programs. Typewritten or written programs may be substituted if expense must be avoided.

These programs, too, are mere nonsense. They could read somewhat like the following, exploiting the games of the evening:

1. Grand star cast of famous actors in "A Parlor Puzzle."
2. Good old plays—A revival.
3. Wonderful impersonations of famous characters.
4. Stage rehearsal.

The frolics can begin with a pleasant puzzle game founded on the names of actors past and present. A simple way of arranging this contest is to give each guest a card on which are written a series of riddles, the answer to each being the name of some well-known

396 The Mary Dawson Game Book

actor, either a past favorite or a present star. Examples of such puzzles would be:

1. Part of the human body? Foot(e).
2. One of the things Michelangelo did. Drew.
3. Nearer the equator than we are. Sothern.
4. A small stall or shop. Booth.
5. Sharp and shrewd. Kean.
6. Real estate belonging to a human being. Mansfield.
7. A celebrated woman of Bible times. Rachel.
8. One of the Presidents of the U. S. Jefferson.
9. The name of a famous American author. Irving.
10. Town of Switzerland and a deer. Bernhar(d)t.
11. A light covering for the floor. Terry.

Fifteen minutes are allowed for working out the answers. If partners play, they work together to complete a card.

At the end of the allotted time the lists are taken up by the hostess, who compares them with a correct one in her own possession. A book of Shakespeare's plays illustrated would make an appropriate prize in this game.

PICTURED VERSION

Again, the names may be pictured instead of written, as puzzles to be guessed. When this version is preferred ten or fifteen cards will be sufficient.

Examples of the picturing would be:



A foot (with shoe on). Foote.

Picture of a stall at a fair. Booth.

Scene with palms, cocoanut trees, and negroes.
Sothern.

Picture of Thomas Jefferson. Jefferson.

Picture of Eve. Adam's.

A hayrick with the letters G. A. R. or figure of a
Grand Army Man. Garrick.

The letters of the word Siddons jumbled so as to be
unintelligible at first. Sarah Siddons.

Picture of an open knife-blade. Kean.

Valentine with heart aflame. Bernhardt.

In this game players sit in a circle or around a table,
and the cards are passed from hand to hand. Each
player should have a moment to study the picture be-
fore passing it on, and three circuits can be made.
Each card should have a number on it and paper and
pencils are, of course, distributed for writing down the
answers.

One of the folios containing portraits of some popular
actress in her best rôles would make an attractive prize.

CHARADED PLAYS

Another half-hour would pass pleasantly in cha-
raded plays. For this the company, if large, is divided
into four parts, into two if small. Chairs are arranged
for the "audience" and one division at a time does the
acting.

398 The Mary Dawson Game Book

Taking one title at a time, the players represent it in dumb show for the remainder of the company to guess.

No costumes or "properties" are needed, save such as can be cut from paper or pasteboard or borrowed from other members of the party on the spur of the moment to illustrate some idea.

Some titles which will be found amusing as subjects for pantomime are:

She Stoops to Conquer.

Much Ado About Nothing.

The Rivals.

School for Scandal.

The Fool's Revenge.

When We Were Twenty-one.

and others of the same kind where words admit of the punning, which is one of the features of a clever charade.

The audience can guess each play for the fun of it until the right one is hit upon, or papers and pencils may be distributed, each player writing down the name as he or she thinks it, to be identified with the number of the succession. The best set of answers wins a prize.

Give the text of some classic play—The Rivals, for example—as a prize.

STAGE REHEARSAL

For another round tack up on the wall some time in advance of the entertainment pictures which when guessed will give the common theatrical terms known to theatre-goers.

Suggestions for these would be:

Picture of an old-time mail-coach. Stage.

Two pinions clipped from picture of bird. Wing.

A billiard cue or a Chinaman's pigtail. Cue.

A placard reading "Boarders Wanted." Boards.

A breakfast roll. (Rôle).

Plaster cast. Cast.

Picture of a starry night. Stars.

Picture of a hen's nest. Setting.

Sketch of a small boy with dunce cap and the word "study" written above it. Understudy.

Cards are passed and players have fifteen minutes in which to walk around inspecting the puzzles.

Give a portrait of some historic celebrity as a prize.

STAGE CHARACTERS

Again, celebrated characters occurring in classic plays can be written or pictured as puzzles in the same way.

Thus, a picture of a dog and a coffee berry grouped together on a card will give Dog-Berry. A mulberry leaf and a plan for a cellar, or a couple of salt-sellers or

400 The Mary Dawson Game Book

pictures of street hawkers (sellers) will give Mulberry Sellers.

Or these can be arranged in groups on a circular table around which the players walk to study out the hidden meaning. Each group should have a card with a number attached.

It will be found amusing, too, to have a dozen or more of pictures (photographs or prints) of celebrated actors, each with a number on it, which the players are requested to identify. These pictures should be pinned up on the wall after the manner of an art gallery.

Distribute some of the photographs afterward as prizes for the best set of guesses.

A more intellectual version of this game would result if pictures and photographs of actors in Shakespearean and other famous rôles were collected and the guests required to name the character assumed, the play from which it was taken, or the author. This is more difficult than it seems in some cases and is most enjoyable among clever people.

Again, from twelve to twenty-four pictures of actors can be cut in pieces and a prize offered for the player first to patch one together correctly, an additional prize being given for the greatest number of pictures correctly matched.

Each player receives one piece, the other fragments being placed in a heap in the center of the parlor table,

from which each helps himself, endeavoring to build up from his fragment a complete picture.

STORIES OF PLAYS

Twelve cards may be prepared, on each of which is written a short synopsis of some classic or modern play. Names of heroes and heroines are omitted, the competitor being required to guess from the plot itself what play is meant.

Each card is numbered; paper and pencils are distributed for writing down the answers.

Before the guests leave the hostess should announce that it is "souvenir night" and present each lady with a souvenir.

**GAMES FOR WOMEN'S AND YOUNG
MOTHERS' PARTIES**



**GAMES FOR WOMEN'S AND YOUNG
MOTHERS' PARTIES**



INVITATION FOR A SEWING PARTY

Dear Friend:

You know who "finds the tasks
For idle hands to do."
So will you come and work with us
Next Saturday at two?
We'll sew a while, and chat a while,
And have a cup of tea.
In fact, in good old-fashioned style,
We'll hold a social bee.

IN OLD TYME STYLE

Dame: This is to let ye wit, that on Thursday next at Three of ye clocke, a number of us, all of the "spindle side" will meet together to sew, mayhap to chat a little, eke, and sip our Bohea. Kindlie replie and say if ye can be with us in ye Church House on that occasion.

INVITATION IN RHYME

For any Informal Afternoon Party.

Dear Friend:

What's more pleasant than
Getting together
For a few hours of play,
Disregarding the weather?

406 The Mary Dawson Game Book

If you think as I do,
Will you come visit me
Next Friday, the Tenth,
In the P. M. at three?
No ball, no reception,
And yet, when we've done,
I'm sure we'll say
That we've had some real fun.

GAMES FOR THE NEEDLEWORK CLUB

Some of the very pleasantest of good times during the summer months, although the simplest, are the social meetings, or the social hours of the sewing clubs where women convene once a week or once a fortnight for embroidery or other needlework.

Frequently the question arises, when the same programme has prevailed for several weeks, of a way to vary it and to make the affair a little different from its predecessors, thus helping the fun along.

Here is a plan which will be found new and jolly. Cut big spool shapes out of cardboard and on each write the invitation, worded somewhat like this:

The Midvale Priscilla Club
Social Meeting July 20, at 3 P. M.
Needle and Thread Social

Plan to have the fun just like a progressive euchre or heart party, save that instead of the older game a



lively new stunt with needle and thread is found at each table. Deck each table forth in a separate color either by having it trimmed with a frill of crêpe paper or decorating it with a posy in some pale color. Thus, for one have pink roses, at another forget-me-nots, at another daisies, and so forth.

As each guest comes in, give her a needle with a piece of colored thread drawn through it. The color of the thread indicates the table at which she will be seated when the game is to begin. Thus, the one having blue thread or silk proceeds to the forget-me-not table; the one holding the pink to the pink rose table, and so on. Players seated opposite play partners where partners are required in the game. All games and contests can be partnership affairs if so decided in advance.

Here are some good ideas for the contests, to show the plan:

First Table—Have empty needle papers and needles of mixed sizes, which the players must arrange neatly in the papers. The two filling the most papers proceed to the next table when the signal bell rings.

Again, have a large spool of thread (say of shoe thread) and a tray of needles. Let the players count the needles with eyes only or simply guess the number, and let them say how many feet of thread are wound around the spool. Do not have the correct answers revealed before the end of the game, or if you do, then

408 The Mary Dawson Game Book

change the number of the needles and the bobbin of thread slightly for each round.

Give each girl six tape needles and six lengths of fine tape. Holding the needles behind her back she is required to thread them with the tape, and the two players first to accomplish the feat are winners of the round. Or the aggregate count of partners is totaled up, and the two whose united score is best are promoted "higher up."

Then hang up a magnet at a distance from the table and let the players toss needles at it. Each needle thrown near enough to the magnet to stick counts one point, and players seated opposite may count their needles as one score.

THE PRIZES ARE APPROPRIATE

Have the rounds five or ten minutes long, according to the number present—five for a large number, ten for a smaller party—or all can make the circuit twice before a prize is awarded if the number of players is small.

Of course, the prizes will be suggestive. A work-basket, a case of good scissors (unless you have the old-time fancy about cutting friendship by a gift with a sharp edge), or a pretty bag for embroidery.

And, by the way, the tallies can be made very unique by having them take the form of wee needle-books with a certain kind of needle to keep score with.

Each of these special needles when inserted in the needlebook by the scorekeeper counts as a point.

Serve refreshments after the game, decorating the table appropriately. Have a tiny house constructed of empty spools for the centerpiece and have candles stuck in spools (which might be daintily colored) at the corners of the board (or one at each cover), but not necessarily lighted if the weather is warm. In fact, these candle spools at each cover might have the names of the guests written on them, thus serving as place cards as well. Or for a place card you might use needle papers and have the name of the guest written in white paint made liquid and used on a pen like ink.

For refreshments serve cold roast chicken, cucumber mayonnaise salad, bread and butter sandwiches made with both white and graham bread, iced cocoa, and raspberry shortcake.

For those who prefer to entertain on the porch or elsewhere, where the tables could not be very well arranged, another programme equally jolly is available without departing from the idea of the needlework which gives appropriateness to the merrymaking.

For instance, the game of guessing the number of feet in a spool of cotton could be arranged anywhere, and also the one where players name the number of needles in a dish of them without being able to handle them. In fact, several spools can be exhibited, and

410 The Mary Dawson Game Book

other questions asked about them. For instance, the number of the cotton could be removed and the guessers required to say whether the spool (from which a loose end should hang) is No. 60 or 80, and so on.

Again, a dish of needles having all sizes mixed could be produced, the players receiving at the same time empty papers. Ten minutes is then allowed for each to fill her paper with the proper size. The one first to accomplish this feat wins the prize.

Then have an embroidery contest where two girls play as partners. Give each a doily, for which one girl must make the design while the other embroiders it. The couple can decide between themselves which is the better artist and which the better designer; but once the work is begun no change is allowed, as a usual thing. Have a committee of three to say which is the best piece of needlework considered, both as to design and workmanship, and award a pretty spool-case as a prize.

While a few sewing clubs are for amusement pure and simple, a number by no means small have as end and aim the making of money for some object, and almost any kind of needlework function is specially propitious for this. First of all, the products themselves can be exhibited and sold, or sold in packages after the blind auction plan. Then sewing accessories—needles, silk, embroidery bags, and all the hundred and one little belongings of the sewing basket—can be

bought in quantity and sold at retail rate. Refreshments at 10 or 15 cents a head spell another means of revenue. If you want something a little out of the ordinary to tempt the purse of the guests get away from the usual ice cream and cake with something like the following:

Fish salad (or spiced fish) at 10 cents a portion.

Rye bread and butter sandwiches at 5 cents each.

Coffee or iced tea, 3 cents a cup or glass. Fruit salad and macaroons, 10 cents.

FOR THE READING CIRCLE

For the social meeting of the summer club devoted to reading it is a good idea to suggest the last topic, which is always fresh in the memory of the members, by games and fun-provoking stunts.

Thus, if the club topic has been Holland, have everything of Dutch suggestion, both as to games and eats. If the members have been reading up in the light of current events, as, for instance, Albania, let this be the keynote of the affair to make merry.

Only general suggestions can be given to cover such cases, of course, and yet a general hint will often fit a particular case of the kind.

For instance, a good contest will result if each player is given a square of thin cardboard and scissors and is asked to cut out a map of the land under discussion. After cutting it out the contestant is required, of

course, to fill in the principal names. A prize is awarded for the best work in map-drawing.

A DOILY CONTEST

For a small party of young girls or older women a doily social is both new and amusing. A clause is inserted in each invitation asking the invitee to come bringing her embroidery bag. On arriving, guests find comfortable chairs supplied plentifully, with linen-covered pillows, arranged on the porch, which is prettily decorated with bowls and jars of wild flowers. A pitcher of iced tea or coffee with wafers or little cakes of some kind may also be at hand. As each lady takes her seat she is given a little doily as yet without design or embroidery of any sort upon it and when all have arrived pencils are distributed. Each player is then called upon to originate a design for her doily, the outline to be afterward worked out in floss. Half an hour is allowed for the design and the same length of time for embroidering it. A prize which might take the shape of a specially pretty set of worked doilies is awarded for the cleverest idea and the best execution. If the social is an impromptu affair the embroiderers need not bring their work bags, the hostess providing needles and a quantity of embroidery silk in different colors, which for the sake of fun might be very much tangled.

LADIES' TAG

Place a row of chairs in the middle of the floor—that is, down the central line of the room—with a space of a yard or so between each chair. Each lady is given a gentleman whom she is to try to catch. Men stand on one side of the chair, ladies on the other. When the signal is given all ladies begin to chase the gentlemen. The one first to catch her opponent wins a prize. The men, of course, run around the chairs, doubling and dodging to escape capture.

Those who do not object to a romp can then let the men catch the ladies, but without a prize. Or a prize can be awarded if desired.

Free-hand drawing makes a good sit-down game. Thus, give each player a card and pencil and call on all players at once to draw one of the following things without lifting the pencil from the card: Five-pointed star, complete circle, a flower, head of a celebrity, or something specially appropriate to the occasion. Thus, a Pickaninny for Lincoln's Birthday.

Olla Podrida. Into a large cooking pot put advertisement pictures of different kinds of food products and preparations which you have cut out so as to remove the names, adding numbers. These are taken from the pot and passed from hand to hand, all writing down the names of the food as they suppose

them to be. Later on the hostess with complete list corrects the papers and awards the prize.

A NECKTIE PARTY FOR THE PORCH

A housekeeper who had carefully laid aside the fine silk cravats discarded by the "men folks" of the household, bethought herself of using them for one of the old-fashioned patchwork quilts, which, when nicely done, are always so effective.

The more pondered, the more the idea appealed as a pleasant one for a porch party, and the porch being a spacious one, a number of informal invitations were accordingly sent out.

The ladies were invited to spend the afternoon, and were requested to come bringing with them "their favorite patterns for quilting squares."

In advance of the gathering the cravats were carefully ripped, brushed, and any spots found were removed with naphtha.

The hostess received her guests attired in an old-fashioned basque gown with her coiffure in the quaintly "parted" style of the seventies and a white kerchief.

While the ladies cut and sewed, turns were taken in reading selected chapters from novels of half a century ago, while all joined in the choruses of favorite old songs.

Raspberryade with sponge cake and nut candy were passed as refreshments, as these good things seemed chronologically in keeping with the event.

GAMES FOR YOUNG MOTHERS

I

Give each young mother a bib which she is to embroider (or design and embroider) for a prize. The prize might be a baby's breastpin. Each mother retains the bib she worked as a souvenir.

II

Then have a guessing contest built up on advertisement pictures relating to goods of special interest to babies. Cut out twenty-four such ads., including infants' food, go-carts, hosiery, talcum powder, etc., and mount them on cards, cutting away first the names. Number each card and pass them from hand to hand. Let each mother endeavor to write down the names of all articles pictured and award as prize one of the advertised desirables.

III

Another good guessing contest would be to represent the titles of well-known juvenile books on cards by pictures and sketches, and have these guessed by the young mothers for a prize.

A PINK AND BLUE STORK SHOWER

A cunning idea discovered for a stork shower was one where pink and blue were used throughout to suggest the interesting question of Which will it be?

Correspondence cards were used delicately tinted around the edges with the palest of pink and blue, and tied with pink and blue bebe ribbon drawn through perforations at the top.

The recipient was invited to a "Pink and Blue Party" for a certain afternoon, and was kept in ignorance of the real nature of the affair, while the others, being in the secret, were asked to bring as many wee belongings in the two shades as possible or convenient.

The parlor was decorated with pink hearts cut from tissue-paper and pink lithographed cupids swung from narrow pale blue ribbon with artificial forget-me-not sprays intertwined with it. A pink and blue contest was arranged to throw the guest of honor "off the scent" still further. For this contest the entertainer produced a number of samples of pink and blue (cerise, magenta, turquoise, steel, etc.), and each woman present was given a pad and pencil and was asked to write down the correct names of the different shades.

The prize was a boudoir cap in pink and blue lingerie. Just after this prize had been awarded the entertainer

shook a baby rattle vigorously and this was a signal for two young married women who had slipped from the room to reappear at a lively pace harnessed with pink and blue ribbons to an infant's basket upholstered in the appropriate colors. This they drew up in front of the guest of honor and formally presented to her with a humorous rhyme. Another signal from the rattle sent all the other women scurrying to the various hiding places around the room where the little pink and blue articles for baby had been secreted. Such dainty things as seemed preferable in white were wrapped in the most delicate of pink and blue tissue-paper and tied with bebe ribbon. One by one the women then filed by the basket, into which they dropped their gifts with comic rhymes, which stirred up a great deal of fun among the mothers present.

At 5 o'clock another rattle announced tea. The table centerpiece was a toy perambulator filled with pink rosebuds and forget-me-nots. Around the perambulator were grouped four Japanese cotton cranes which did duty well as storks (the nearest representative of the family which could be secured, and not distinguished therefrom by any one present). They held in their bills narrow pink and blue ribbons alternated and forming a square around the centerpiece. The place cards were tiny cupids very pink with blue ribbons around their tummies, by which they were attached to the water glasses.

418 The Mary Dawson Game Book

The pink and blue candies were arranged (with other delicacies displayed in the same way) in wee cradles, bath-tubs, etc., arranged at the corners of the board.

For supper they had the following good things:

Fruit salpicon, decorated with cherries and served in glasses the stems of which were tied with blue bebe ribbon.

Creamed fillets of fresh salmon served in pale blue paper cases. Educator crackers.

Breaded lamb chops. Tomato sauce. Mashed potatoes. Cauliflower (in blue dishes).

Lettuce with pink mayonnaise (mayonnaise tinted with tobasco) served in a blue bowl.

Blueberry short cake. Pink candies. Coffee.

“JUST FOR FUN” STUNTS FOR AN AFTER- NOON PARTY

Sometimes the fondest wish of the entertainer for her afternoon party is to keep it from being formal or prosy. When this is the case, try one of these jolly stunts.

Provide red sealing wax for each player and a handful of corn kernels (light colored or popcorn is best, though any will do). See who can form a set of false teeth, inserting the corn kernels as teeth after moistening the wax.

A BUR CONTEST

Stretch a square of wooly goods with long nap, or a piece of canton flannel, on the wall. Give each lady a dozen of the sticky little burs apt to be encountered in any field. See who can hit the target oftenest. If the flannel (which serves as target, of course) is hit, the bur will stick and count one point. Another way to take aim is to give the players palm-leaf fans to toss with.

LETTER WRITING EXTRAORDINARY

If you agree with those who believe that the telephone has rendered letter-writing a lost art, arrange some contests founded on the epistolary compositions at your next informal party, and award prizes for the best work. The pastime will be found very enjoyable, and the funnier the subjects the better.

Here are some suggestions:

Write a letter of congratulation to a country cousin who has just been elected president of the United States.

Letter to an American mother whose daughter has recently married a European title—and nothing else.

Letter describing a trip you took in a flying machine.

Letter to a friend who has just come into a million dollar inheritance.

420 The Mary Dawson Game Book

Letter on any topic including the following words:
Wind, cow, wild rose, South Africa, up, boys, everlasting, ferocity, pineapple, and salvation.

DICKERING

This is a new version of the Passing Game, wherein each person brought a White Elephant and endeavored to pass it on to some one else. In the new version each brings something rather desirable, which he endeavors to dicker or exchange for something appealing more to his fancy and that is held by another player. As there is no limit to the exchanges a player may make if he is able, the game can be counted on for an hour's amusement at least. It is suitable for either indoors or out.

QUESTION CONTESTS
And Other Good Games for the Quick
Witted



ADD FIFTY

THIS game includes a catch. The Roman numeral I being added to the word first discovered.

To a refreshing beverage add fifty and have an aquatic fowl. Tea-l.

To a domestic animal add fifty and have a monk's hood. Cow-l.

To a woman's Christian name add fifty and have something useful in history. Anna-l.

To something found in every house add fifty and have a part of a dress. Pane-l.

To a body of water add fifty and have something useful to the letter-writer. Sea-l.

To something used by Robin Hood add fifty and have something useful to the cook. Bow-l.

To a place of rest add fifty and have what we find on a walk. Grave-l.

To a spring legume add fifty and have the sound of bells. Pea-l.

To a satirical writer add fifty and have a covering more used formerly than now. Shaw-l.

To increase and fifty give a loud noise. Grow-l.

A question as to means to be used and fifty give an animal cry. How-l.

A common dog and fifty give a lock. Cur-l.

To injure and fifty give clay. Mar-l.

424 The Mary Dawson Game Book

Part of the head and fifty give a nobleman. Ear-l.
To make love and fifty give a warm material.
Woo-l.

A fruit and fifty give a precious jewel. Pear-l.

ADD ONE THOUSAND

A catch is involved, one thousand being represented in Roman notation by the letter M.

To something we get from China add 1000 and get a pair. Tea-m.

To distant add 1000 and get a comfortable home.
Far-m.

To a preposition add 1000 and get a boy's name.
To-m.

To a bitter scourge of countries add 1000 and have a pleasant temperature. War-m.

To actual add 1000 and have a kingdom. Real-m.

To go on snowshoes add 1000 and have to take the top off. Ski-m.

To 1000 add object and have to disable. M-aim.

To a river of Scotland add 1000 and have to judge.
Dee-m.

To a body of water add 1000 and have to appear.
Sea-m.

THE GAME OF BOOK TITLES

Each guest is asked to come wearing something to suggest a book title. The hostess also prepares other

rebuses on cards, which are numbered and hung up around the room. Each guest entering is given a number which is written on the card or object she wears for greater precision in the game. Let these numbers begin where those on the wall leave off. Cards and pencils are distributed and a prize is offered for the greatest number of book titles guessed. Here are examples:

Tiny locks worn as buckles on the shoes or a picture of a head with one lock on it worn on a card. Locke on the Understanding.

A number of babies in all positions clipped from advertisement pictures and pasted together in a group. The Newcomes.

A pan from a hardware advertisement to which features, arms, legs, etc., are pasted on. Peter Pan.

Chestnuts sewed on the gown or coat or carried in a basket. Twice-told Tales.

All kinds of inventions pasted on a card. Many Inventions (Kipling). The pictures of these or the articles themselves can be used.

Picture of a colored person or a tiny negro doll. Black Beauty.

Letters and signs or any kind of pictures and figures painted at random on a card. Much Ado About Nothing.

Titles of plays from a newspaper, or simply titles written on a card. Plays Pleasant and Unpleasant.

426 The Mary Dawson Game Book

Picture of the former Anna Gould or any other American girl married to a foreign prince. The Princess.

Some feet or shoes. Trilby.

A mirror with a pretty face pasted on it, or a pretty girl consulting her mirror. Vanity Fair.

A crescent moon cut out of gilt paper and a stone of any size. The Moonstone.

The letter R. Middle-march.

Letter S and some A's. Essays.

Picture of mouth colored black. Black Tulip.

The word "days" written very black. Dark Days.

Word "man" with one letter written lower than the preceding. The Descent of Man.

Two or three violins in row (sketches) with a cross or other mark distinguishing the first. The First Violin.

A long taper for lighting jets, or a paper spill. The Lamplighter.

Japanese lantern. The Light of Asia.

Candle end. The Light That Failed.

A cigar attached to a card. My Lady Nicotine.

Drawing of sun and of moon. Night and Morning.

Word "North" written in over word "South."
North Against South.

A glove colored red. Redgauntlet.

Three tin soldiers. Soldiers Three.

Sketch of tiny fishes. Water Babies.

Several words written very wavily. Waverley.

The word "Co." written in white on black paper.
The White Company.

MEN YOU SHOULD KNOW

These pleasant puzzle games are particularly clever choices for a party where no men are to be present. Either elderly women, particularly spinsters, or young girls would enjoy such a feature. Include in the invitations a line saying "to meet a pumber of interesting men." Have the question games written on cards with the answers given here omitted, of course, but carefully preserved by the entertainer. Award little candy boxes in the form of men of different types as prizes.

Men of the sacred fane (Flamen)
Pronounced men that day (Amen),
Ere from the altar of —men (Hymen)
He led his bride away.

Men that are shown as samples (Specimen),
Men considered a sign (Omen),
Men required in the sick-room (Regimen),
Men when we frugally dine (Legumen).

Men quick of perception (Acumen),
Men that "equality" beg (Women),
Men part of the body (Abdomen),
And men found in an egg (Albumen).

"ALL SORTS AND CONDITIONS OF MEN"

A man slave. Bondman. Head of an humble family. Goodman. Man of rank. Nobleman. Head man in a factory. Foreman. A skilled rider. Horseman. An humble merchant. Ragman. "Jack Ketch." Hangman. A night guard. Watchman. What Burns was. Ploughman. A religious or pious man. Churchman. One of a race of savages. Bushman. An American crocodile. Caiman. A day laborer. Workman. A Mohammedan. Musselman. A gentleman farmer. Yeoman. A footstool. Ottoman. A peddler. Chapman. A youthful officer. Midshipman. A northern race. Norman. Member of a governing board. Alderman. Teutonic men. German. Presiding officer. Chairman. One who prays. Beadsman. One who goes surety. Bondsman. One who represents a body. Spokesman. Constantly on the road. Salesman. An amulet. Talisman. One of your race. Kinsman. One who works with beautiful materials. Craftsman. One engaged in cruel sport. Huntsman. A trading ship. Merchantman. A liveried servant. Footman. What we all are. Human. A man outside the church. Layman. A mechanic. Journeyman. One in holy orders. Clergyman. A rustic dweller. Countryman. One who decides important matters. Juryman.

DENS—NOT OF BEASTS

There's a den we love to walk in (Garden)
In the time of flowers fair,
And a den than flowers fairer
Oft wearing them in her hair (Maiden).

There's a den that is beside us
In the twinkling of an "ev'e" (Sudden),
And a den that's ever larger (Widen)
And a den we cannot see (Hidden).

There's a den that ere delights us (Gladden)
And a den whose weight is sore (Burden),
And a den whose force affrights us (Madden)
And a den the hue of gore (Redden).

There's a den when you're invited (Bidden)
And a den that's solemn and gray (Sadden),
And a den describes what earth is
On a very rainy day (Sodden).

One den is ever glistening (Golden),
There's a den to guard and rule (Warden),
And a den describes some features
As well as your desk at school (Wooden).

CHOOSING A NAME

This puzzle rhyme would make a splendid selection for a Young Mothers' Party, a Mothers' Day affair perhaps, and for a Stork Shower or Christening Party it would be capital. Little booklets covered with pink or blue and having tiny heads of cherubs or

430 The Mary Dawson Game Book

babies painted upon them in water color would be charming, although simple cards and pencils will do. In the verses the signification of common names is given. These are identified by the names enclosed in brackets. In playing the game omit the name, of course, and substitute the numbers. Then have a list of names with corresponding numbers attached to them for reference.

What shall we name the baby?
What shall we call the dear?
Blue-eyed little bundle of sweetness
That's come to dwell with us here.

Shall she be gift of God (Theodora, Theodosia, Dorothy),
Or a daughter of "light"? (Lucia, Lucy, Clara),
A daisy, a pearl shall we choose for our girl (Margaret,
Marguerite),
Or a star so bright? (Stella).
Hebrew, "bitter" or "sad,"
Is yet a favorite name (Mary),
Or shall ours be simply "Brightness"? (Helen)
Or "joy"—which is better than fame (Lettice).
Would "speaking mildly" befit her? (Mildred)
Will she, think you, be "little" in size (Pauline),
And what do you say to "Weaver"? (Penelope),
Sure "shining" describes her eyes (Phoebe).
Or shall we christen her "Princess"? (Sarah)
Or seerest (Sibyl) or Wisdom's own? (Sophia).
"Victorious Conqueror" (Victoria), "strong and healthy"?
(Valentine),
Or a rose in the garden grown? (Rhoda).

FOR A BOY USE THE FIRST FOUR LINES OF INTRODUCTION AND ADD THE FOLLOWING:

- "Firm and strong king" shall we name him? (Richard)
Or "One who is bright of fame"? (Robert).
"Woodsman" or "farmer" or "crown" (Sylvester, George, Stephen),
Or "fearing God"—in his name? (Timothy)
"Behold a son," says the Hebrew (Reuben).
"Spirited" whispers the Dutch (Otto).
There's the "rock" of the new evangel (Peter),
And one means "beloved" much (Philetus).
"Wise protection" is one (Raymond),
Or will he "love horses" too? (Philip).
He is surely "given by God" (Theodore, Theodoric, Theodosius).
"Courteous" (Urban), he'll be yet true.
So what shall we name the baby?
What shall his title be?
For wise and bright, and fair of sight,
And good and golden is (he or she).

MOTHERS AND SONS

A contest on this plan would be a good one for Mothers' Day or for a Mothers' Club or for a Stork Shower.

What proud mother called her children her jewels?
Cornelia, a noble Roman lady, mother of the Gracchi.
She was a daughter of Scipio Africanus.

What Spartan mother of modern times disciplined

432 The Mary Dawson Game Book

her infant a few months old and taught it "to cry softly"? Susanna Wesley, mother of John.

What five men had mothers whose maiden names were as follows? Arden, Ball, Bradshaw, Rutherford, and Ramolino? Shakespeare, Washington, Milton, Scott, and Napoleon.

What French mother is best remembered by a series of letters in excellent literary style written to her daughter? Madame de Sevigné.

What celebrated mother of a great emperor made a renowned journey to the Holy Land at seventy-five years of age? St. Helena, mother of Constantine the Great.

What royal mother took up arms to defend the rights of her husband and son and waged in their interests a terrible war? Margaret of Anjou.

What great queen was the mother of another queen ever to be remembered for her misfortunes? Maria Theresa of Austria, mother of Marie Antoinette.

What celebrated baby made a famous trip by water alone? Moses.

What ill-fated little people were sepulchered by birds? The Babes in the Wood.

What child at four years played the harpsichord and at six composed music? Mozart.

What princely brothers while still children met a mysterious death? The Princes in the Tower.

What strong baby while still in the cradle strangled

two serpents sent to destroy him? Hercules, who was fabled to have so treated the serpents Juno dispatched to slay him while an infant.

What great doctor of the Church was reclaimed from sin largely through the efforts and prayers of his saintly mother? St. Augustine, whose mother was St. Monica.

COCKS THAT NEVER CROW

A cock with a ribbon. Cockade.

A cock in easy street. Cockaigne.

A cock that takes itself too seriously. Cockalorum.

A cock on a perch. Cockatoo.

A fabulous baleful cock. Cockatrice.

A cock with a beetle. Cockchafer.

A young cock. Cockerel.

A swaggering cock. Cock of the walk.

A cock with a strange story. Cock and bull.

A cock without a doubt. Cocksure.

A cruel illegal cock. Cock-fight.

A cock for baby. Cockhorse.

A Scotch cock in a stew. Cockaleekie.

A valuable gamecock. Woodcock.

A cock worn by Washington. Cocked hat.

The early morning cock. Cockcrow.

A cock in the grain. Cockle.

A cock in old-fashioned gardens. Cockleshell.

The cock where love is warmest. Cockles o' the heart.

434 The Mary Dawson Game Book

A cock under a roof. Cockloft.
A London cock. Cockney.
A cock in a sea fight. Cockpit.
A cock we fight at home. Cockroach.
A cock that grows in the garden. Cockscomb.
A cock in a target. Cockshy.
A liquid cock to be avoided. Cocktail.
A cock with a roast eel. Spitchcock.
Cock of the heath. Heathcock.
Cock of the spire. Weathercock.
A cock of cork. Shuttlecock.

FAMILIAR KIND OF HENS

Two human hens. Henry and Henrietta.
A hen at a cape. Henlopen.
A hen that sees many regattas. Henley.
A hen among the English poets. Henley.

Also

One hen is made of a spreading tree (Beechen),
And one on a rock grows lowly and free (Lichen).
One hen is found in domestic domain (Kitchen),
And one that has faded is new again (Freshen).

This hen requires but narrow space (Hyphen).
This hen as a wind may injure your face (Roughen).
This hen to church never will go (Heathen),
And the last that I name does nothing but grow
 (Lengthen).

BIRDS IN THE BUSH

DIRECTIONS.—Write on cards which may be decorated with sketches of birds in flight the following puzzle, omitting the words in parentheses. Instead of each word so enclosed insert a numeral. Players guess what names of birds when inserted in the blanks will round out the incomplete sentence.

1. To remove the fat, cook used a tin (Skimmer).
2. The thick, oily compound was hard to (Swallow).
3. A moment after the child's dress was last seen a daring athlete (Dove) from the bridge.
4. St. Paul's, in London, was designed by (Wren).
5. Said the hairdresser, "Madame, shall I (Curlew)?"
6. It is most unwise to (Crow) loudly before victory is certain.
7. There is a serious throat trouble known as a (Thrush).
8. The cockney good wife calls a (Hawk) an (Auk).
9. The poor woman declared that her mortification was (Bittern) wormwood.
10. As the parade passed the streets were gay with (Bunting).
11. On its outward voyage the ship stopped at a port in the (Canaries).
12. Aunt Amy had been taking a trolley ride and dropped in for a (Chat).

436 The Mary Dawson Game Book

13. In this play Irving assumed the character and graceful robes of a (Cardinal).

14. The house was embowered with beautiful green (Creepers).

15. He saw the beam swinging toward him and tried to (Duck).

16. Major N. wagered a bright golden (Eagle) on the issue.

17. They intended only a (Lark), but the affair rapidly developed into a scrape.

18. The unexpected sound in the still house proved to be merely a (Cuckoo) clock.

19. The words were barely out when he began to think of them with r(egret).

20. As they approached, the hen fled from her nest with a loud (Squawk).

21. The candle grew shorter and shorter, the flame (Flicker)ed in the wind.

22. The little cameleon, darting forth its sticky tongue, is an excellent (Flycatcher).

23. The girl looked piteously at the huntsman with his dead trophy. "Oh, I could never (Killdeer)!" she exclaimed.

24. The (Eagle) is generally recognized as the (King Bird).

25. Might one term the little prince royal a (King-let)?

26. The mountaineer looked contemptuously at the foolish youth. "You (Loon)!" he said.

27. "Come out of the (Mud, Hen)ry, this minute," called the child's mother.

28. The reply of the spoiled toddler was a prolonged h(Owl).

29. Jack's fiancée bears the quaint old name of (Phoebe).

30. "Her gaze was one of mute worshi(plover)," she said softly.

31. "When I wave the (Red, start)," said the flag-man.

32. "I don't care a (Pintail) bearer, if you do," cried the other youngster stoutly.

33. After the arrest it came out that he had been (Robin) many other houses.

34. Dotted here and there over the white (Snow Birds) looked eagerly for crumbs.

35. They could still see him clinging to the (Sparrow), boys, for your lives!" cried the Captain.

36. A favorite expression with our Continental forefathers was "I (Swan)!"

37. "The race is not to the (Swift)," says Holy Writ.

38. Aunt Miranda grew pale. "That gave me a terrible (tern)," she said.

39. She kept the old parrot constantly in his cage for fear it (Woodpecker).

438 The Mary Dawson Game Book

40. "How provoking! I gave him the new (Yellow hammer) to drive a nail, and he lost it."

41. John discarded his old weapon for one that (Woodcock) itself.

THE GAME OF MONTHS

This contest was very successfully used at a party for older players:

1. What month did Paul Revere make famous? April.

2. When did Dewey destroy the Spanish fleet? May.

3. When did the Pilgrim Fathers land? December.

4. In what month did Columbus touch American shores? October.

5. In what month was the Maine destroyed? February.

6. In what month did the battle of Bunker Hill occur? June.

7. In what month were the slaves emancipated? January.

8. In what month was the Declaration of Independence formally adopted? July.

9. In what month was the Federal Constitution adopted under which Washington was elected President? September.

10. In what month did Columbus set sail to find a new passage to the Indies? August.

11. In what month is the President of the United States inaugurated? March.

12. In what month did the British evacuate New York? November.


Other sets of questions can be arranged to suit the ages of the children, and foreign history may likewise be introduced. As in all games, prizes may be given for the best and boobies for the worst answers.

THE NATURE FAKIRS

The spaces (which are here filled with the answers) are left blank on the cards to be filled with the names of animals and birds:

But one person besides myself really (gnu) the true inwardness of the affair. To a few the (bear) facts were revealed without the connecting (lynx) of incident. The other person was my maternal aunt, who married a second time a man of the Scotch clan of (Camel). I well remember my uncle, an old fellow in an (alpaca) coat and (beaver) hat, whose chin was marked by a large (mole). He said (aie, aie) instead of yes, thus betraying his early sea-faring days. After his death my aunt, still robed in (sable) hues of mourning, broke the (seal) of silence that had closed her lips so long. She told me then how the dead man had egged (heron) one moment and tried to (cow) her utterly the next in an endeavor to obtain for their son (Jackal) the lawful inheritance of my cousin

(Wolf)ram, her child by her first marriage. Her money—he slangily termed it (doe)—was actually willed away to this younger lad. The elder half-brother, then at work in the city of (Buffalo), New York, was apprised of this attempt. “Wolfra(m, ink) and pen are not close enough for you to keep in touch,” he wrote. “I really think you (otter) know all that this old (fox) is about. Stand up for your rights! Do not (quail) before him. Show them that you are not a country (jay), which is what they take you for. Your step-dad is an old sea (dog) as unscrupulous as Sir Francis (Drake) himself. If (lion) and (bear)ish traits will win out, your inheritance is in jeopardy. So my (deer) fellow, to the rescue!” Thus urged, Wolf(ram) hastened home. Delay was as foreign to his nature as (sloth). Swiftly he (boar) down upon the conspirators, his mind occupied with his (porpoise). A battle royal ensued. The mother strove to interfere. The younger son (Castor) from him. “(Marmoset) down,” he said, ungrammatically and rudely. Luckily it was with (wild horse) cries and (raven) only that the young men contended. Frightened by their vehemence the attitude of the old man became apologetic almost to the point of being (serval). Having first declared in his homely but vigorous phraseology that he (woodchuck) his stepson out of the window, he now joined his wife in an earnest plea for concord. This, ere the evening (tapirs) were lighted, was finally



established. To welcome her wanderer my aunt served indeed the fatted (calf). Every dish of which (Wolf)ram had been fond in his youth figured in the menu. There were (Bat)ter cakes, a delicious chocolate (moose), (pig)eon pie, and other dainties.

WHAT WOULD YOU WEAR

For a swimming party? Duck.

For a church recital? Organdie.

To Switzerland? Swiss.

To the hill country of Scotland? Cheviot.

On a fishing trip? Net.

For a cross-country walk? Diagonal.

To India? Madras.

To the typesetters? Print.

To a Suffrage meeting? Ladies' cloth.

To an all-day session? Long cloth.

To a congress of fat people? Broad cloth.

To the dairy? Cheese cloth.

To the isthmus? Panama.

To a tropical fruit country? Pineapple cloth.

To a congress of wits? Brillantine.

To a political demonstration before election? Canvas.

In visiting a convent? Nun's veiling.

In going to a twine factory? Corduroy.

In going to the ocean? Serge.

In visiting the kitchen? Panne.

442 The Mary Dawson Game Book

- In going to the theatre? Illusion.
In having your silhouette taken? Shadow lace.
To an outdoor party? Lawn.
In reading The Ancient Mariner? Albatross.
In going to a hot country. Irish frieze.
In going on a secret diplomatic mission? Covert cloth.
To a sand picnic? Pebble cloth.
To a candy pulling party? Taffeta.
In visiting your great-grandmother? Homespun.
For the bulldog's cover? Fur cloth.
In visiting a very "pernickity" person? Fustian.

QUESTION GAMES ABOUT COLORS

The game consists of a series of questions about colors drawn from history, biography, legend, etc.

What color is sacred with the Mahometans? Green.

What is the color of fidelity? Blue.

What famous little people take a name from their color? The Brownies.

What is the national color of the French? Tricolor (red, white, and blue).

What sombre hue was the color of the Danish pirates of old? Black.

What is the color of sensationalism and pestilence? Yellow.

What is the color of depression and melancholy? Blue.

What is the imperial color of China? Yellow.

Who gave France the tricolor? Lafayette invented the combination by adding the colors of the town of Paris (red and blue) to the white used as color emblem by the monarchial party.

What color is used to indicate a truce? White.

What is the color of the martyrs? Red.

What is recognized as the color of innocence? White.

COLOR RIDDLES

Another way to play the game is less intellectual and of a more humorous character. It consists of riddles to which the answers are words having the sound of the colors. Thus:

1. What mother did when she received an interesting book for a birthday gift. Read (red).

2. What Bub will do when he stubs his toe. (Yell oh!) yellow.

3. What the children will be on a rainy day. Blue.

4. What grown-up sister wore in her hair. Pink.

5. What the wind did in the recent gale. Blew (blue).

6. Five friends of the family. White, Brown, Gray, Black, and Green.

7. An island of Great Britain. Wight (white).

8. An inexperienced person or worker. Green.

9. A Winter fruit. Orange.

OTHER FROLICS

Buried colors will be enjoyed if cleverly interred by the entertainer in advance of the party. Here the puzzle is in the form of a sentence in which the letters of some color are "buried," for the players to bring to light. Examples:

Said old colored mammy, "When you a(re d)own-cast t'ink ob your marcies." (Red.)

"P. S.—Does the same B. R. own this house, too, Mabel?" (Brown.)

THE INCUBATOR

The chick we know best. Chicken.

The chick we dread. Chickenpox.

The chick that lives in a tree. Chickadee.

The chick that is not a biped. Chickeree.

The Indian chick. Chickesaw.

The chick the gardener dislikes. Chickweed.

The chick that saw a great battle. Chickamauga.

The chick that looks like coffee. Chickory.

ALL IN THE BASS

Fundamental. Basal.

That which composes the Giant's Causeway in Ireland. Basalt.

Skin used in bookbinding? Basan.

A popular pastime. Baseball.

Without foundation. Baseless.

An aromatic plant of the mint family. Basil.

Where early Christians worshiped. Basilica.

A fabulous creature whose glance was fatal. Basilisk.

A shallow dish. Basin.

Heard in the Pyrenees. Basque.

This game is good for any date, but is specially appropriate for the meeting of a music club or any musical occasion.

AND HERE YOU ARE STUNG

When snows have whitened hill and dale
This sting to please can hardly fail. (Coasting.)

When tired and glowing, home again,
Another sting refreshes men. (Resting.)

This sting you'll find at pasture gate
Where rustic lovers stand and wait. (Trysting.)

To this you'll find that freemen speed
In their country's hour of need. (Enlisting.)

The banquet board with song and mirth
Will to this sting at length give birth. (Toasting.)

While lesser stings will die away
One sting will longer with us stay. (Lasting.)
And one remains for ever and aye. (Everlasting.)

446 The Mary Dawson Game Book

One sting you've heard your grandma say
Will end in "woeful want" some day. (Wasting.)

While one is strength and weakness too. (Resisting.)
And one's the sting we all should do. (Assisting.)

AN EXAMINATION PAPER IN TERMS OF GEOLOGY, ETC.

Fill in each blank (occurring where the words are in parentheses here for the sake of the entertainer) with the name of some mineral, metal, gem, or the like. Beware of puns.

Bending over the spring the thirsty man drank (Quartz).

With his glass the Captain discerned a figure clinging to a (Spar).

A stubborn nature is more easily (lead) by mental suggestion.

Caduceus wings on cap and shoes are always a symbol of (Mercury).

With a clean white, enameled cup she replaced the corroded (tin).

The up-to-date housewife makes use of an electrical (iron).

"You ask if I'm for suffrage? Indeed I (am, Ber)tha," he exclaimed.

The hand that (rocks) the cradle rules the world.

As we struggled up the mountain side Sam panted,
"We'll be at the (Top az) soon as any of them."



The wolf made its escape and (Bitumen) before it was recaptured.

I wonder if those distinct shades would (Blende)?

“Arrowheads of (flint) and (jasper),

Arrowheads of (chaldedony).”

The tramps knew each other. “Hell (Opal),” cried one of them.

Her rebuke to Caroline was gentle. (“Silica”)rie!” she cried.

We met old Annie on her way to the funeral. (Beryl) she called it, in her quaint patois.

Being a daughter of Olive of racing fame they christened the colt (Olivine).

SIEVES THAT DO NOT STRAIN

A sticky sieve. Adhesive. A forcible sieve. Compulsive. An impetuous sieve. Impulsive. A wide-spreading sieve. Expansive. A sieve as a guard. Defensive. An annoying sieve. Offensive. A capacious sieve. Comprehensive. A sieve in fear. Apprehensive. A thoughtful, melancholy sieve. Pensive. A sieve which replies. Responsive. A weighty, ponderous sieve. Massive. A rusty sieve. Corrosive. A costly sieve. Expensive. A sieve containing a bomb. Explosive. A sieve with a letter in it. Missive. A sieve in the way. Obtrusive. A sieve of new pattern. Progressive.

BO'S FOR THE GIRLS

A bo in the woods. Boar. A wooden bo. Board. A table bo. Boarder. A bragging bo. Boast. A bo on the water. Boat. A bo with a "premonition." Bode. A bo that frightens. Bogle. A bo that counterfeits. Bogus. A bo with tea. Bohea. A bo from the Latin quarter. Bohemian. An audacious bo. Bold. A bo in a tree trunk. Bole. A bo executing a Spanish dance. Bolero. A South American bo. Bolivia. An Italian bo. Bologna. A bo with "Dutch courage." Bolster. A bo with an arrow. Bolt. A bo with a large pill. Bolus. A bo in good faith. Bona fide. A bo with a gold mine. Bonanza. A bo who was a famous general. Bonaparte. A bo in the minstrel show. Bones.

THE LIBERTY CONTEST

Ask your guests to complete the following quotations about Liberty:

1. Liberty and Union.....
2. Give me again my hollow tree.....
3. The God who gave us life.....
4. A day, an hour of virtuous Liberty.....
5. O Liberty! liberty!.....
6. I must have liberty.....
7. Liberty's in every blow.....

8. Give me liberty
9. My spirit relents. I pardon
10. The tree of liberty
11. License they mean
12. Behold! in Liberty's unclouded blaze

ANSWERS TO LIBERTY CONTEST

1. Now and forever, one and inseparable. Dan. Webster.

2. My crust of bread and liberty. Alex. Pope.

3. Gave us liberty at the same time. Thomas Jefferson.

4. Is worth an eternity spent in bondage. Jos. Addison.

5. How many crimes are committed in thy name! Madame Roland.

6. Withal, as large a charter as the wind
To blow on whom I please. Wm. Shakespeare.

7. Let us do or die. Robt. Burns.

8. Or give me death. Patrick Henry.

9. Something to the spirit of liberty. Edmund Burke.

10. Only grows when watered by the blood of tyrants. Bertrand Barère.

11. When they cry liberty. John Milton.

12. We lift our heads, a race of other days. Chas. Sprague.

FAMILIAR FACES

The face of an innkeeper. Boniface. The face of a book. Preface. The face of a surveyor. Surface. The destructive face. Deface. The disappearing face. Efface. The bold face. Outface.

VICES—NOT EVIL

There's the vice that our elders give freely (Advice)
And the vice of those who invent (Device).
A vice that is found amid virtue
In the saintly and sheltered convent (Novice).

There's a vice that we owe to each other (Service)
And a vice where germs might secrete (Crevice).
A vice that is injury done (Disservice)
Oftentimes with resultant defeat.

YOUR KIN AND MINE

Kin much alike. Akin. A gentle white pet. Lambkin. Kin used in threading tape. Bodkin. Kin in effigy. Mannikin. Kin to a cat. Grimalkin. Kin of the sky. Welkin. Kin used at table. Napkin. Kin used in boiling. Pipkin. Awkward kin. Bumpkin. Kin in a pickle. Gherkin. Stout cotton cloth. Moleskin. Kin to stage folk. Buskin.



BUNS—HOT, COLD, AND CROSS

A cluster. Bunch. Swindled. Buncoed. German federal council. Bundesrath. Bound or rolled. Bundled. A stopper. Bung. A small country house. Bungalow. The blundering bun. Bungle. A pedal bun. Bunion. A sleeping bun. Bunk. A bun on the golf course. Bunker. A deceptive bun. Buncombe. A bun that hops. Bunny. A bun with a bump. Bunt. A decorative colored bun. Bunting.

BULLS AND BEARS

The bull we try to hit. Bull's-eye.

The bull who does great damage. Bull in a china shop.

The bull that flies by night. Bullbat.

The bull that flies by day. Bulfinch.

The cruel Spanish bull. Bull-fight.

The stubborn bull. Bullheaded.

The bull that barks. Bulldog.

The bull intimidated. Bulldoze.

The bull made public. Bulletin.

The bull that's projected. Bullet.

The bull with a harsh cry. Bullfrog.

The most precious bull. Bullion.

The bull Moses knew. Bulrushes.

The bull used for defence. Bulwark.

A NUMBER OF CURS

A cur of the moment. Current. A cur for money. Currency. A cur with an electric shock. Current. A cur in a carriage. Curricule. A cur taking a course of study. Curriculum. The cur of a leather dresser. Currier. A cur being groomed. Curried. A cur with a condiment. Curry. An imprecation about a cur. Curse. A cur of olden time. Curtsey. A cur with its tail cut off. Curtailed. A cur with a drapery. Curtain. A cur changed to bent. Curved.

ALL THROUGH THE WHITE HOUSE

What president's name goes through you? Pierce. What president's name tells what Eve was? Adams. What president's name ends in a roar? Bu-CHANAN. What president's name gives brief directions for making a tessellated floor? Tyler (Tile 'er). What president's name might be also a Scot's direction to a ferryman? Monroe (Mon, row!). What president is a Kate Grenaway bonnet? Polk. What president's name gives directions in preparation for a toast? Fillmore. What president is often on the horizon? Hayes (Haze). What president's name gives directions for mending a chain? Lincoln. What president's name tells what Henry Junior is? Harrison. What president's name might be a nickname for that of

another president? Jackson for Johnson. What president should have been the best dressed? Taylor. What president's name contained a royal privilege? Grant. What president has a name befitting the round table? Arthur.

CAPS THAT FIT WELL

A cap that holds a large amount? Capacious. The cap of complete equipment? Cap a pie. A cap for a horse. Caparison. The cap of a bird. Capercaillie. A cap of hair. Capillary. A cap among cities. Capital. A rich man's cap. Capitalist. A cap surrendered. Capitulate. A cap with a cloak. Capote. A cap for a spirited horse. Capriole. A cap often changed. Caprice. A peppery cap. Capsicum. A cap upside down. Capsize. A cap for an anchor. Capstan. A building cap. Capstone. A physician's cap. Capsule. A nautical cap. Captain. A lawyer's cap. Captation. The cap of the fault finder. Captious. The cap of personal magnetism. Captivate. A monastic cap. Capuchin.

CORDS STRONG AND OTHERWISE

A heart-shaped cord. Cordate. Cord of a ship. Cordage. A religious cord. Cordelier. A friendly cord. Cordial. Cord in a mountain system. Cor-

454 The Mary Dawson Game Book

dilera. An explosive cord. Cordite. The sheriff's cord. Cordon. A point-lace cord. Cordon net. A leather cord. Cordova. An upholsterer's cord. Corduroy.

OR FIND THESE CORES

A yellow Asiatic core. Corea. A core of a flower. Coreopsis. A core for flavoring. Coriander. A luxurious core of ancient Greece. Corinthian. The core of a tree. Cork. A greedy rapacious core. Cormorant. An important edible core. Corn. The core of an eye. Cornea. The core of the college world. Cornell. The musical core. Cornet. An architectural core. Cornice. The core of a county in England. Cornwall. The plentiful harvest core. Cornucopia. The core of a flower. Corolla. The core of a garland. Coronal. A piratical core. Corsair.

LIONS NOT AT THE ZOO

Lion, many in one. Million.
Lion, many more. Billion.
Lion, where the music plays. Pavilion.
Lion, a bright red one. Vermilion.
Lion, turning upon his master. Rebellion.
Lion, riding like a lady. Pillion.
Lion on the post horse. Postillion.
Lion in gold or silver. Bullion.



Lion in the kitchen. Scullion.
Lion with a medal. Medallion.
Lion very ragged. Tatterdemalion.
Lion in the army. Battalion.
Lion in a figure dance. Cotillion.

ALL KINDS OF DAYS

A day skirting your room. Dado.
A day sacred to the Philistines. Dagon.
A newspaper day. Daily.
A fastidious day. Dainty.
A day on a platform. Dais.
A day making butter. Dairy.
A day among flowers. Daisy.
A day in the valley. Dale.
A day with an English matron. Dame.
A day in Scandinavia. Dane.
A day in great peril. Danger.
A day with an undertaking. Dare.
A day in a tree. Date.
A day of days. Date.
A day in grammatical case. Dative.
A day in stupor. Daze.
A day with a society bud. Début.

A TON OF COAL

When the coal man comes it is——. Cold. Of the
cabbage family and yet a famous old King. Cole. A

456 The Mary Dawson Game Book

popular salad. Cole-slaw. A famous English poet. Coleridge. A foliage plant. Coleus. Violent compact. Collision. A coating for wounds. Collodion. To conspire. Collude. A city and a scent. Cologne. America before the Revolution. Colonial. Gigantic proportions. Colossal. A frisky animal. Colt.

HOW THEY COME

Come in authority. Command. Come in consolation. Comfort. Come in kindness. Comity. Come in play. Comedian. Come all afire. Combustion. Come with great disturbance. Commotion. Come with intimate converse. Commune. Come out of town. "Commute."

FARMERS' NEEDS

What Oliver Twist asked for. More (mower).

What a man does when his female relation is arrested. Bailer.

What he tries to do when she beats him. Binder.

What he should try to do when she develops a foolish habit. Breaker.

What is found in the barn that is appropriate to the nursery? Cradle.

Include also a famous English school? Harrow.

Found in the barn, but appropriate in the drawing room. Fan.



A letter of the alphabet indisposed. Sickle (sick L).

Seen in the card deck. Spade.

A power in print. Press.

What K might do were the alphabet squeezed.
Shovel (shove L).

THE TOOL-CHEST

What the bookkeeper does every day. Adz.

A bad way to ask. Ax.

An exclamation. Ho(e).

Something to dread and that which precedes the
eye (Bill hook).

Do this to split kindlings. Pick-ax.

A lively pet and a painful twist. Monkey-wrench.

A kind of meat and to go astray. Ham-er(r).

What the hen did to the duck's egg. Hatchet.

Always on hand. Nails.

Resented by Continental forefathers. Tax (tacks).

What tools are kept in the tool-chest? Awl.

THE BRIDGE OF SIGHTS

A round of years. Cycle. The man of the wheel.
Cyclist. A destructive force. Cyclone. A race of
giants. Cyclops. A book of information. Cyclo-
pedia. A melancholy tree. Cypress.

HERE YOU MUST DIG FOR A PRIZE

1. Dig (add 3 letters and have, to assimilate). Digest. 2. Dig (2 letters and have, a town in Nova Scotia) Digby. 3. Dig (3 letters and have, an American Indian). Digger. 4. Dig (2 letters and have, adorned). Dight. 5. Dig (2 letters and have, a most important member). Dight. 6. Dig (6 letters and have, foxglove). Digitalis. 7. Dig (4 letters and have, noble bearing). Dignity. 8. Dig (4 letters and have, to turn aside). Digress.

DIPS FROM WISDOM'S WELL

A dip for the student. Diploma. A dip for the speller. Diphthong. A dip for the doctor. Diphtheria. A dip for the ambassador. Diplomacy.

"BLERS"

Guessing these will cause to rise
A strange "bler" before your eyes.

An idle talker. Babblor. A careless student. Dabblor. A quarrelsome person. Squabblor. A wee mousie. Nibblor. A hasty writer. Scribblor. A pun maker. Quibblor. Member of a useful guild. Cobblor. A pacer. Ambler. A gamester. Gambler. A climbing rose. Rambler. A hypocrite. Dissembler. An indistinct speaker. Mumbler. One

who complains. Grumbler. On the dining table for every meal. Tumbler. A wild bird. Warbler. One who distorts a story. Garbler.

CUPS WITHOUT SAUCERS

1. Cup (add 5 letters and have, a closet). Cupboard.
2. Cup (add 2 letters and have, a deity). Cupid.
3. Cup (add 5 letters and have, greed). Cupidity.
4. Cup (add 3 letters and have, a dome). Cupola.

ALL ABOUT CARRIE

Carrie supporting architecture. Caryatid. Carrie in a conveyance. Carriage. Carrie ringing church bells. Carillon. Carrie drawing a funny picture. Caricature. Carrie very dear. Caribou. Carrie decayed. Carrion.

THE CASH BOX

Cash with disgrace. Cashiered. Cash from a tropical American tree. Cashew. Cash for a dress or shawl. Cashmere. Cash in Shakespeare's works. Cassius.

GOOD PALS—YOURS AND MINE

A pal with high polish. Copal. A pal at Rome. Papal. A pal with a plant. Sepal. A jewel of a pal.

460 The Mary Dawson Game Book

Opal. The pal of a corporation. Municipal. The pal of a bishop. Episcopal. The chief or essential pal. Principal.

CAN YOU BATE IT

A good question and answer game for St. Patrick's Day.

The bate that lessens. Abate. The bate we get when the grocer overcharges. Rebate. Bate in a ball. Conglobate. Bate lost to virtue. Reprobate. Bate made bitter. Exacerbate. Bate disturbed. Perturbate. The bate of the hen. Incubate.

CARS NOT TO RIDE IN

A red car. Carmine. A car of war. Carnage. A festival car. Carnival. A car of wild animals. Carnivorous. A car for the billiard player. Carom. A car in the mountains. Carpathian. A car for a wood worker. Carpenter. A car in the parlor. Carpet. A car of philosophers. Cartesian. A car of monks. Carthusian. A car of elastic tissue. Cartilage. A car of pasteboard. Carton. The car of the satirical artist. Cartoon. A car of firearms. Cartridge. A car that is a dwelling of small size. Carapace. A car of gold. Carat. A car in the desert. Caravan. A car of sweets. Caramel. A car of muskets. Carbine. A car of coal. Carbon. The

hotel car. Caravansary. A car of acid. Carbolic. A car of gems. Carbuncle. A car with a necklace. Carcanet. A car with a body. Carcass. A car of seeds. Cardamom. A car of the heart. Cardiac. A car belonging to a church dignitary. Cardinal. A car and what it contains. Cargo. An early car found by Spanish explorers. Carib. A car much used during the French Revolution. Carmagnole. A car for a convent. Carmelite. A car of flowers. Carnation. A car for the body. Carnal.

ALL AROUND THE CAMP

A military camp. Campaign. A flower camp. Campanula. A field camp. Campestral. A camp where furs are kept? Camphor. A camp at college. Campus.

A SURVEY OF THE ARTS

The art of blood circulation. Artery. The art of a Greek goddess. Artemis. The art of digging a well. Artesian. The art of the kitchen garden. Artichoke. The art of stratagem. Artifice. The art of imitating nature. Artificial. The art of the artisan craftsman. Artifice. The art of cannon-firing. Artillery. The art of a superior mechanic. Artisan. The art of pencil and brush. Artist. The art of the ingénue. Artless.

A NOVEL HOUSE PARTY

Get very inexpensive blank books, having as many as there are to be players. Decorate the outside of each with a sketch of a house, or paste on it a pretty picture of a dwelling clipped from a magazine. Write in fancy lettering the title:

The House that (Mrs. Graham) Built. The name in parentheses is, of course, that of the individual player.

Let the first page be devoted to The Situation of the House, and mark it so. Its situation is then described in the following questions and their answers:

The house was situated on a (more or less common English sur-name). Hill.

The entrance was by two large (a general of the Revolutionary War). Gates.

Surrounding it was a large and beautiful (popular actress). Garden.

In the above was a (Latin tree). Arbor.

And an artistic (kind of pen). Fountain.

The grounds were divided from those of the neighboring estate by (practises with the small sword). Fences.

Near the house flourished a beautiful (celebrated actor). Tree.

In the rear were (a gentleman from New York). Barnes.

These surrounded a (something very durable and fixed). Stable.

The front windows of the house looked out upon a lovely (kind of dress goods). Lawn.

Up the hill curved gracefully a (term in golf). Drive.

At the side of the house, beautiful in color, were several (places of rest). Beds.

Tall oaks formed a leafy (Jack of trump suit). Bower.

In the shade of which stood a rustic (large legal body). Bench.

In the fields round about flourished (a friend of St. Paul). Timothy.

In the distance was seen a limpid (pigment much used by artists). Lake.

Blanks were left opposite these queries for the answers on the opposite page. The third page deals with the outside of the house in great detail as follows:

The house was constructed of (a boy's plaything). Marble.

In combination with (an adhesive salve). Plaster.

The farm buildings were of (fourteen pounds). Stone.

And also of (a good steadfast friend). Brick.

The summer-house was of (a letter made fast). Stucco (stuck-o).

The roofs were of (professional signs). Shingles.

464 The Mary Dawson Game Book

Below these came projecting (belonging to the first mother). Eaves.

The porch formed a (something tending to preserve). Conservatory.

The windows were made up of many small (sharp distresses). Panes.

The portico was supported by Corinthian (features of a newspaper). Columns.

One window was a (large body of water). Bay.

In addition to the building proper there were many (parts of birds). Wings.

THE HOUSE INSIDE

These questions and the blanks accompanying them occupy the next two pages.

The main hall was distinguished by a high (fastening securely). Sealing (ceiling).

Rising out of the main hall were (ill-bred looks). Stairs.

In the dining room was a superb velvet (automobile and a favorite). Carpet.

In one portion of the parlor was a (soft musical tone). Piano.

Very decorative were some pots of exotic (parts of the hand). Palms.

Each window had its individual (grievously afflicted). Blind.

There were various (indexes). Tables.

Each room had likewise its (cloak). Mantle (el).

In one of them the stranger would have noted an elaborately carved (thorax). Chest.

And a Japanese embroidered (to shield from blame). Screen.

THE HOUSE UPSTAIRS

For which two more sheets are required as before.

In one of the bedrooms was an (office). Bureau.

In another (a Parisian ragpicker). Chiffonier.

There were also several (instruments of torture).

Racks.

A comfortable reclining seat was afforded by a large (Turkish Government Council). Divan.

The wall was enriched by Oriental (executions). Hangings.

Deep and spacious were the (part of a tea set and planks). Cupboards.

Large and capacious the linen (newspaper world). Press.

The rooms were all finished with hardwood (a town in Ireland). Trim.

In one room the furniture was of (a garden flower and a forest). Rosewood.

In another of (Humpty Dumpty's seat and a small seed fruit). Wall-nut.

Beautiful were the tall (nobleman and water tumblers). Pier glasses.

the sole of my boot and even inc(roaches) upon the foot." "Don't you think you should eat something?" urged her daughter solicitously, though slangily. "Would not some (grub) set you up?" "That's the talk!" cried Uncle Hopper. "Let's go in and make the bread and (butterfly)." He raised his life-partner gently in his arms. "There, my (honey! bee) brave," he cheered her and so (borer) slowly and gently to the house. Here with applications and rest the pain was allayed.

"IF AT FIRST YOU DON'T SUCCEED"

"If at first you don't succeed
Try, try again."

Try to be beautiful in proportions. Symmetry.
Try to write in chosen language. Poetry.
Try to learn an exact science. Geometry.
Try higher mathematics. Geometry.
Try to march on foot. Infantry.
Try selling a special edition of a newspaper. Extry.
Try to produce a spectacle play. Pageantry.
Try a room set aside for provisions. Pantry.
Try among the country people. Peasantry.
Try working in wood. Carpentry. •
Try some wholesome sweets. Pastry.
Try fortune-telling by an old method? Palmistry.
Try to keep busy. Industry.

- Try for a high office. Ministry.
- Try to weave in medieval fashion. Tapestry.
- Try to find noble forerunners. Ancestry.
- Try the rooms in a church. Vestry.
- Try part of the apothecary's science. Chemistry.
- Try to guard the encampment. Sentry.
- Try far from the city. Country.
- Try during a cold spell. Wintry.
- Try in a place of records. Registry.
- Try among the upper class in England. Gentry.
- Try to act with distinguished bravery. Gallantry.
- Try to seek adventures as the knights of old. Er-rantry.
- Try the science of angles and triangles. Trigonometry.
- Try to raise fowls. Poultry.
- Try to come in. Entry.

ALL FOOLS PROVERBS

- "A fool and his money are soon parted."
- "Fools rush in where angels fear to tread."—Pope.
- "I'd rather have a fool to make me merry than experience to make me sad."—"As You Like It."
- "Fools make feasts and wise men eat them."—B. Franklin.
- "At thirty man suspects himself a fool."—Young.
- "Every fool will be meddling."—Proverbs.

470 The Mary Dawson Game Book

"What fools these mortals be."—"Midsummer Night's Dream."

"Of all thieves, fools are the worst; they rob you of time and temper."—Goethe.

"Fools hate knowledge."—Proverbs.

"A rod for the back of fools."—Proverbs.

"Will you cast away your child on a fool and a physician?"—"Merry Wives of Windsor."

"A man's own angry pride is cap and bells for a fool."—Tennyson.

"How ill white hairs become a fool and a jester."—"Henry III."

The person guessing the authors of the greatest number of these quotations should receive a prize.

THE DOG SHOW

What dog is like America discovered by Columbus? Newfoundland.

What dog has a name that tells what a cat does when it meets it? Spitz.

What dog resembles a nez retroussé? Pug.

What dog is also a mountain pass in the Alps crossed by Napoleon in 1800? St. Bernard.

What dog is a timely, friendly hint? Pointer.

What dog is like a nesting hen? Setter.

What dogs would be most appropriate for Christmas gifts? Toy.

What kind of dog do we see every time we look overhead? Skye.

What dog is like Hamlet? Great Dane.

What dog's name suggests discipline when necessary? Whippet.

What dog represents two monarchs of England? King Charles.

Which is the ancestral home of a duke with an American wife? Blenheim.

What kind of dog, originally from China, is a kind of pickle? Chow-chow.

What dog takes its name from the animal it was once cruelly employed to bait? Bulldog.

What dog is a mythological creature, half eagle, half lion? Griffon (griffin).

What dog is atmosphere and a valley? Airedale.

What dog takes its name from an eccentric character in Guy Mannering? Dandy Dinmont.

BLUE RIBBON DOGS

What dog was said to guard the portals of the infernal regions? Cerberus.

What dog, slain in a moment of unjust suspicion, was the subject of a celebrated ballad? Beth-Gelert.

What traveler, returning after a prolonged absence, was recognized only by his faithful dog? Ulysses.

What dog is on record as laughing at an unparalleled

phenomenon? The dog that saw the cow jump over the moon.

What poor woman's dog is immortalized by his disappointment in the commissary department? Mother Hubbard's.

What character in Shakespeare had a dog called "Crab"? Launce in "Two Gentlemen of Verona."

What aged dog is the subject of a popular old song? Old Dog Tray.

What dog is celebrated both for himself and for his friends? Rab.

What dog is the hero of a pathetic story by a foreign woman—author? A Dog of Flanders (by Ouida).

SOME COMMON CURS

that occur very frequently in speech and reading:

1. Cur (change to a hopeful case). Curable. 2. Cur (change to a clergyman). Curate. 3. Cur (change to a poison). Curare. 4. Cur (change to a large South American bird). Curassow. 5. Cur (change to a guardian of a museum). Curator. 6. Cur (change to a bit). Curb. 7. Cur (change to a street-finish). Curb-stone. 8. Cur (change to a fruit weevil). Curculio. 9. Cur (change to coagulated). Curdle. 10. Cur (change to a priest). Curé. 11. Cur (change as we don't want the milk to do). Curdle. 12. Cur (change to a bell). Curfew. 13.

Cur (change to something odd). Curio. 14. Cur (change to preying). Curiosity. 15. Cur (change to a lock). Curl. 16. Cur (change to a bird). Curlew. 17. Cur (change to a game). Curling.


SOME BETS TO WIN

A bet about a Greek letter. Beta. A bet to chew in the Philippines. Betel. A terrifying bet. Bête noire. A bet in a seaman's church. Bethel. A bet to remind one's self of. Bethink. A bet in the Holy Land. Bethlehem. A bet in good season. Betimes. A bet as a sign. Betoken. A bet about a plant of the mint family. Betony. The bet of Judas. Betrayal. The bet of those that love. Betroth. A bet that is more than made good. Better. An Elizabethan bet. Betty. An intermediate bet. Between. The bet that includes them all. Alphabet. A bet to aid. Abet. A bet on the gallows. Gibbet. A Turkish bet. Sherbet. A bet about a small morsel. Gobbet.

AN AUTOMOBILE LOVE STORY

The first time that George met Evangeline something seemed to (clutch) and (grip) his heart. "There is a girl of whom a man could never (tire) if they (tread) this earth together for a hundred years," he thought. She is like a (lamp) shining in the gloom. She has so much (dash). Nothing could ever (rubber)

of her versatility. In fact, Love, the (electric) the (motor) force of the world which (springs) eternal in youth, had begun its work anew. The (chain) was forged. It was impossible now to (throttle) the promptings of the mischievous little god who hovered ever near. Evangeline was devoted to traveling. She was an enthusiastic (Roadster). The two first met on a street (car), where a mutual acquaintance introduced them. I had forgotten to say that he bore the somewhat noisy sounding name of Horn), while her name suggested what her maid usually did the evening before one of their sudden trips (Packard). He had his first glimpse of her in a quaint (gear). She wore a crocheted (hood) beneath which her (locks) peeped bewitchingly, and a brown cloak fastened quaintly at the neck by a gold buckle in the form of a (shield) with the armorial (bearings) of her family. She was from the West and was (touring) the East, the meeting place being New York, where she was bound for the famous water front park called the (Battery). His costume was exquisitely fashionable even to the small detail of a watch (guard). Yet only the ungenerous could claim, as some of his acquaintances were prompted by jealousy to do, that he was merely (upholstery) or that he was in any sense a (crank). Although the progress of the (car) was but normal, it seemed to him that it (exceeded the speed limit), so soon was the (run) concluded. Arrived at the park



they descended for a little (Runabout). He had prudently resolved to remain a bachelor until middle age, but after this meeting the situation became rapidly beyond his (control). While not "rolling in wealth," he could at least, he reasoned, provide the necessary comforts of life for (housing) and to (feeder). He was able to de(fender) from onslaughts of ill fortune. Moreover, a prudent girl such as Evangeline seemed to be, in all things save where traveling was concerned, could prevent the small (leaks) through which many a man's income is wasted. So barely a month after Cupid's dart (punctured) his heart George took the all-important (step) and proposed. He (center) a letter, and was accepted. After a few weeks of engagement a little (break) occurred. Evangeline suddenly developed a (cooling system). The rosy globe on which they had been floating together seemed for a moment (exploded). In the course of their little (blowout) George declared hotly that his fiancée had begun to (tire) of him. However, the tiff was soon over. Reason returned to her (seat) in the minds of both young people with (speed), and from this time forward all was as golden as a day in (spring).

A BASEBALL ROMANCE

Our Hero and Heroine met first at a (ball). As he was handsome and wealthy, he was considered a great (catch). After the dance she allowed him to sit by

her and ply her (fan). Her hair was a beautiful gold, so much so that envious friends of her own sex said she belonged to the (bleachers). However, this accusation was quite (base)less, for a nicer girl never lived. From the first he was hard (hit), but it seemed difficult to get a second (inning). She had many admirers. It really seemed as if the fates were in (league) against him. He was a splendid young fellow, a very (giant) among men. After a period of depression he resolved to give his rivals a (run) for it. To risk a (bat)tle for himself and (strike) out for himself. Being a sportsman, his first present was a splendid bag of (game). It was not until he had seen more of her and had risen much in her es(team) that he ventured to ask her opinion of a little (play) he had published and to offer her an art treasure in the form of a genuine willow ware (plate). Another antique gift which greatly delighted her artistic sense was an Old Chelsea (pitcher). People said slangily "that they would make a handsome and congenial (team)." As she accepted his gifts he cherished some hope that he might in time (Bender) to think of him, but counteracting such hope was a fear that he was only (on third). In this he was in (error). A rival had, indeed, tried to (catcher), but she had some time since (struck out) his image from her mind. What most held our hero back was a feeling of pride. As his feeling grew in strength, however, he realized that, as for his pride, he must (sacrifice hit).



He obtained her consent to an automobile ride and they enjoyed together a delightful (lone run). It was on the (home run) that, in avoiding a rock so as not to (bouncer), they ran a (foul) of a tree and were thrown out. It was indeed a (wild throw), so much so that her fur (muff) was tossed six yards, and the lovers themselves found themselves on their knees (in the field) at the roadside which was (overrun) with tangle vines and weeds and thus made (safe). Through this they were able to (fumble) their way and little by little to (slide) back to the scene of action. The automobile being so broken that it was not (safe), they were obliged to hire an old (coach) of an ancient pattern. No less ancient was the horse, which was unwilling or unable to (run), and much troubled by (flies) threatened at times to (balk). The beloved one was, however, so tender hearted that she refused to allow her companion to (interfere) even when the animal came to a (short stop). She had brought with her a (box) and a (bag) containing good things to eat, which they enjoyed. On the (home run) he asked her to go in (double) instead of (single) harness forevermore. This time she consented and the following day she was wearing a new (diamond) ring.

THE STORY OF A NARROW ES-CAPE

To play the game write the story as given here on cards, leaving the blanks to be filled with the names

478 The Mary Dawson Game Book

of capes in different parts of the Globe. The Geographical name in parens indicates the part of the Globe where the Cape required by that particular blank is located.

It was a beautiful — (Ireland) day in June, the sun's splendor having dispelled the — (Scotland) of a recent severe storm, when two young girls, the Misses — (New Jersey) and — (Massachusetts), set out to purchase a — (Massachusetts) for dinner. The country boasting neither horse nor automobile, each young lady — (North Carolina), and mounted on these sturdy little animals, after saying — (North Carolina) to members of the household, they fared gaily forth. They rode — (Norway) and — (Anticosti). To their buoyant youth their hold upon life seemed as secure as the — (Spain) Monument in London streets, their last thought being one of — (North Carolina). But, riding blithely along the high bluffs against which the sea beat unceasingly, they were startled by apparent earth-tremors which caused their cheeks to — (South Australia). At the same time they were approached by a wild-eyed — (Lower Burmah) who besought them breathlessly to — (North Carolina). Turning abruptly into a little — (Ireland), they narrowly escaped a great landslide. Turning in gratitude to their colored benefactress, who, it came out, was a Haytian, they urged upon her a beautiful brooch of — (Madagascar) and a neckpiece

of —— (Florida) ere they said —— (South Australia). She in turn presented them with a curiously carved tortoiseshell —— (South America). So —— (Italy) encircling the fallen débris, their —— (North Carolina) allayed, they continued their journey full of —— (Africa) for their future safety.

THE ANSWERS ARE

Clear, Wrath, May, Ann, Cod, Hatteras, Farewell, North, West, Trafalgar, Fear, Blanche, Negrais, Look-out, Cove, Haytian, Amber, Sable, Adieu, Horn, Nao, Fear, Good Hope.

THE WAYS OF GREAT MEN

Here is another good pencil diversion which well-educated people will enjoy as a pastime. The entertainer distributes cards and pencils among the company. She then calls on the players to think up and write down the names of celebrities, rich or poor. Ten minutes is allowed in which to recall names of great men whose nomenclature in punning style seems to answer the question asked. Here are examples:

WERE THEY RICH OR POOR?

Gold-smith. Richard Lionheart. Sir Thomas More. Nathaniel Prentiss Banks.

THEIR HOBBIES

Boling-broke. James M. *Whistler*, *Lovelace*, *Marco Polo*, *Gates*, *Penn.*

THEIR FAULTS

Mad-ison. Elisha Kent *Kane*. *Jocelin.* J. K. *Bangs.* Richard *Savage.* Oscar *Wilde.*

WHAT THEY LOOKED LIKE, THEIR TASTES, ETC.

Browning, Young, Gray, Abel, Vane, Low-ell, Hy-patia, Russell, Laud, Lock-hart, Shelley, Greene, Know-les, West, Kean, *Justinian*, Aken-side.

Great freedom must be allowed in discovering comic similarities, every word even ludicrously remote that brings in the pun being counted in awarding the prize.

ALL KINDS OF IZE

Ize desirable in another land. Acclimatize.

Ize in great pain. Agonize.

Ize with an humble expression. Apologize.

Ize making the best of things. Philosophize.

Ize very shocking. Scandalize.

Ize with moral reflections. Moralize.

Ize making famous. Immortalize.

Ize of a new citizen. Naturalize.

Ize of one preaching. Evangelize.
Ize of a farmer. Fertilize.
Ize of the white race. Civilize.
Ize taking concrete form. Crystallize.
Ize that are very provoking. Tantalize.
Ize examining with great care. Scrutinize.
Ize of one performing a ceremony. Solemnize.
Ize of a saint. Canonize.
Ize full of recollection. Memorize.
Ize of a purchaser. Patronize.
Ize full of music. Harmonize.
Ize working in co-operation. Organize.
Ize pleading for delay. Temporize.

WHAT THEY ATE

At the head of each card have the word "Menu" in red and gold lettering, and under it, in smaller type, "What They Ate and How They Ate It."

Write on the cards from thirty to fifty of the questions given below, leaving blanks opposite for the answers, and attach a pencil to each card with narrow ribbon:

Lawyers ate disputing. Debate.
A family ate on moving day. Vacate.
A king ate leaving his throne. Abdicate.
Some one ate with a twin. Duplicate.
Some one ate up a testimony in writing. Certificate.

482 The Mary Dawson Game Book

Then there was another ate to build up. Fabricate.
One ate residing in the country. Rusticate.
This one ate with too much liquor. Intoxicate.
One ate short of breath and choking. Suffocate.
A barrister ate pleading a causè. Advocate.
One ate before the time. Antedate.
One ate to be refreshed. Recreate.
A poet ate crowned with laurel leaves. Laureate.
Some one ate and is sick. Nauseate.
One ate with an ambassador. Legate.
A greedy one ate the whole. Aggregate.
Some ate assembled together. Congregate.
Others ate and smoked. Fumigate.
One ate to lose flesh. Emaciate.
Another ate wet through. Saturate.
This one ate with a powerful prince. Potentate.
This one ate to annoy. Irritate.
Another ate affirming something. Predicate.
One ate justified and cleared of accusation. Vindicate.
Another ate daintily and nicely. Delicate.
One ate to repay kindness. Reciprocate.
This one ate quibbling. Prevaricate.
One ate private goods that had been seized. Confiscate.
One ate calmly and seriously. Sedate.
One, offering himself for office, ate. Candidate.
Another ate passing through. Permeate.

One ate a semi-precious stone. Agate.

One ate to be satisfied. Satiare.

One ate with the appropriate instrument. Palate.

Another ate and puffed up. Inflate.

And one ate with loud exclamations. Ejaculate.

One ate speaking distinctly. Articulate.

Some ate and computed. Calculate.

And some ate strictly by rule. Regulate.

One ate with an official of a foreign government.
Consulate.

Then some ate abhorring and detesting. Abominate.

And some ate to make cheerful. Exhilarate.

One ate and met a sudden death. Assassinate.

A malefactor ate, hard of heart and impenitent.
Obdurate.

Some ate to grow less. Abate.

Some ate to acquire strength. Invigorate.

The surgeon ate after removing a limb. Amputate.

The overseer ate and gave directions. Dictate.

One ate and was deprived of strength. Enervate.

One ate sufficient and in proportion. Adequate.

One ate with companions. Associate.

And another ate instantly. Immediate.

Some ate to cause sleep. Opiate.

One ate in a rage. Infuriate.

And one purely to be satisfied. Satiare.

Then one ate in a convent. Novitiate.

And one in the world, flushed with success. Elate.

Some ate with a bishop. Prelate.

They ate a beverage usually drunk. Chocolate.

One ate a tropical fruit. Pomegranate.

Another ate to delay matters. Procrastinate.

One ate in a temper. Passionate.

And some by turns. Alternate.

One ate apart from the rest. Separate.

Ate very slowly and with circumspection. Deliberate.

The prize, if one is given, should be something having reference to the table or the menu.

A silver trifle of some sort, a bit of pretty glass, a flower-holder—even a delicious layer cake or other confection—would be in keeping.

THEIR FAVORITE DISHES

A good and amusing question game could be based on a punning selection of viands for each trade, profession, or type. I give a few examples. Clever young people could no doubt discover many more than are given here:

1. Policeman—Club sandwich.
2. The critic—Roasts and puffs.
3. Jeweler—Gems.
4. Engaged girl—Kisses.
5. Sailor—Floating island.
6. Butcher—Mince-meat.
7. Miser—Gobbler.

8. Newsboy—Ice cream.
9. Politician—Plums.
10. Fop—Goose.
11. Ragman—Junket.
12. Banquetter—Toast.
13. Hustler—Catsup.
14. Financier—Pocketbook rolls.
15. Shoemaker—Cobbler.
16. Lover—Popover.
17. Smoker—Snipe.
18. Connoisseur—Rarebit.
19. Printer—Pie.
20. Iceman—Chili sauce.
21. Delinquent taxpayer—Dodger.
22. Pessimist—Tart.
23. Peacemaker—Mixed pickles.
24. The quarrelsome. Scrapple.
25. The elocutionist—Tongue.
26. The chiropodist—Corn.
27. The chef—Cookies.

A BOXING BOUT

An impudent young box. Saucebox.

A growing box. Seedbox.

An athlete's box. Boxing.

A box attractive to ladies. Hatbox.

A box from which interesting things are seen.

Theatre box.

486 The Mary Dawson Game Book

A bad habit in a box. Chatterbox.
A box that is worn. Boxcoat.
A box that is heard. Music box.
A play-goer's box. Box party.
A box that children love. Christmas box.

SPECIES OF COD

A pampered cod. Coddle.
A Friday cod. Codfish.
An old eccentric cod. Codger.
A cod in a will. Codicil.
A systematizing cod. Codify.
A cod among apples. Codling.
A vegetable cod. Peascod.

A TRIP BY THE BUS

A bus for actors. Buskin. A bus for poets. Iambus.
A bus in a statue. Bust. A bus in a hurry. Bustle.
A bus to a lecture. Syllabus. A puzzle bus. Rhebus.
A bus among shells. Strombus. A bus in a nightmare. Incubus. An old-fashioned military bus. Blunderbuss.

OR YOU MIGHT PREFER A RIDE IN A CAB

A cab in intrigue. Cabal. A mystic occult cab. Cabala.
A cab in music. Cabaletta. A high class Spanish cab. Caballero. A cab in the garden. Cab-

bage. A cab in a small shelter. Cabin. A government cab. Cabinet. A cab with a precious stone. Cabochon. A cab in a car. Caboose. A cab with a carriage. Cabriolet.

AGAIN, THE CAB MAY BE A TAXI

That which inflamed our Continental forefathers. Taxation. One form especially detested by them. Tax on tea. A tax on a badger. Taxel (The American badger). The tax on dead animals. Taxidermy. A scientific tax for classification. Taxology. The one most interested in taxes. Tax-payer. A tax on evergreen or yew trees. Taxus.

BATS THAT FLY ABOVE

A bat in Holland. Batavia. A bat in a boat. Bateau. A bat in cotton goods. Batiste. A bat with official staff. Baton. A bat with a ball. Batsman. A bat in the army. Battalion. A bat fed high. Batten. A bat making cakes. Batter. An electrical bat. Battery. A pugnacious bat. Battle. A bat with a racket. Battledore. An architectural bat. Battlement.

BAYS YOU SHOULD KNOW

A bay used in candlemaking. Bayberry.
A bay that kills. Bayonet.

488 The Mary Dawson Game Book

A bay in the south of the United States. Bayou.
A strong-smelling bay at the barber's. Bay rum.
A bay for the victor. Bay leaves.

THESE WILL GIVE YOU THE BLUES

Emblem of happiness. Bluebird. A cruel tyrant.
Bluebeard. Blue in literature. Bluestocking. Blue
in flowerland. Bluet. Blue in the insect world.
Blue-bottle. Blue on a bush. Blueberry. Blue of
Scotland. Bluebells. Blue in the sea. Bluefish.
Blue in the kitchen. Blueing.

LITTLE QUESTIONS WITH BIG ANSWERS

A big crime. Bigamy. A big coffee pot. Biggin.
A big sheep. Big horn. A big intolerance. Bigotry.

HUMAN BODY

Arrange the game of the Human Body, another interesting puzzle, as follows:

What parts of the body are a surpassing achievement? Feet (feat).

By what parts are horses measured? Hands.

What parts are musical instruments? (Ear) drums.

What appendages are necessary to the work of a carpenter? Nails.

What belonging of the human head is an animal? Hair (hare).



What found in the mouth is used by artists? Palate (palette).

What parts of the feet are steps in a hotel? In(n) steps.

What parts are ancient places of worship? Temples.

Where in the human body can we see emblems of victory? Palms.

What part is a capacious strong box? Chest.

What part is a deer? Heart (hart).

What parts are young students? Pupils.

If this is used as a prize game a plaster cast of some statue remarkable for physical beauty makes a good offering.

The prize is, of course, awarded for the best work.

ALPHABETICAL PUZZLE

A good game to help while away the long winter evenings is the Alphabetical Puzzle. Little cards or sheets of paper are passed from hand to hand having written on them the following directions:

Please find concealed in the alphabet—

1. A vegetable.
2. An insect.
3. A clue.
4. A sheep.
5. Part of the house.
6. A large body of water.

7. A bird.
8. A command to cattle.
9. A hot drink.
10. A sign of obligation.
11. A river in Scotland.
12. A Mongolian appendage.
13. Out of.
14. A question.
15. Twice one of the other letters.

Allow twenty minutes for puzzling over the answers, and award a cookie cut in the shape of letters of the alphabet for the three best lists.

The answers to the puzzle are:

- | | | |
|-------------|--------------|-------------------|
| 1. P (pea). | 6. C (sea). | 11. D (Dee). |
| 2. B (bee). | 7. J (jay). | 12. Q (queue). |
| 3. Q (cue). | 8. G (gee). | 13. X (ex). |
| 4. U (ewe). | 9. T (tea). | 14. Y (why). |
| 5. L. | 10. O (owe). | 15. W (double U). |

HOW TO BUY AND WHAT TO BUY

To buy with a prejudice. Bias. To buy an immortal book. Bible. To buy part of a human arm. Biceps. To buy a chemical salt. Bichloride. To buy a two-pronged weapon. Bident. To buy a life history. Biography. To buy an important science. Biology. To buy an upright animal. Biped. To buy some oysters. Bivalves.

BILLS THAT NEED NOT BE PAID

A two-sided bill. Bilateral. A bill for berries. Bilberry. A bill for a sword. Bilbo. A bill for part of a ship. Bilge. A bill for sickness. Bilious. A bill for soldiers' accommodations. Billet. A bill in a love letter. Billet-doux. A bill with a ball game. Billiard. A bill in abusive language. Billingsgate. A bill for an enormous sum. Billion. A bill for salt water. Billow. A bill for a club. Billy.

A BOX OF BLOCKS

A naval block. Blockade. A block for defence. Blockhouse. Blocks for building. Blocking. A stupid block. Blockhead.

BLUE BLOOD AND OTHER KINDS

Cruelly extortionate. Bloodsucker. Coin for crime. Bloodmoney. A natural sleuth. Bloodhound. Blood in the woods. Bloodroot. Carnage. Bloodshed. Inflamed or irritated. Bloodshot. Murderous. Bloodthirsty.

ALLEYS WE PASS THROUGH OCCASIONALLY

The alley where formal assertions are made. Allegation.

The alley of faithful adherence. Allegiance.

492 The Mary Dawson Game Book

The alley of poetical parable. Allegory.

The alley of the church at Easter season. Alleluia.

The alley where burdens are made lighter. Alleviate.

The alley of dangerous reptiles. Alligator.

The alley where there is much repetition. Alliteration.

The ally of strict observance. Formally.

The ally where we find nothing surprising. Normally.

The ally where all is involved. Totally.

The ally of musical expression. Poetically.

The ally of parables. Allegorically.

The ally of oppression. Tyrannically.

The ally of exact computation. Numerically.

The ally of mockers. Satirically.

The ally where things are at their best. Ideally.

The ally where things are mere copies of substitutes. Artificially.

The ally of things given in part. Partially.

The first ally. Originally.

The last ally. Finally.

The ally of father to son. Traditionally. Lineally.

The ally of old-time observances. Traditionally.

The ally of warm friends. Cordially.

The ally of the wasteful. Prodiggally.

The ally where old saws are met with. Proverbially.

The ally where nothing is written. Orally.

LAUNDRY TERMS

A good game for a Housewives' Afternoon Party or a Laundry Shower. Write the sentences on cards with the blanks as given and see who can fill in most blanks with laundry terms:

Now I (wash) my hands of the whole affair.

Remorse shook his (frame); regret should (wring) his heart.

A (drier) or more sententious wit I never knew.

Don't put all your (clothes) in one (basket).

Be sure to (pin) her down to facts.

When you reach home, send us a (line).

The (iron) had entered his soul.

His year in Alaska took the (starch) out of him.

The news made us all very (blue).

In addition to the laundry terms, omit a few other words to make the guessing more difficult.

A NUMBER OF BUCKS

A young member of the second rate gentry in Ireland. Buckeen. A hard mount to ride. Bucket. An open vessel. Bucket. A stock gambling establishment. Bucketshop. Fruit of a common tree. Buckeye. The substance of antlers. Buckhorn. Way of washing clothes. Bucking. Kind of clasp. Buckle. Kind of shield. Buckler. A stiffening

material. Buckram. Large ammunition. Buckshot. Pliable yellowish or grayish leather. Buckskin. A grain with kernels shaped like a beechnut. Buckwheat.

GUESSING GAMES

Guessing games make a splendid way to entertain for almost any kind of a party not too formal in its nature to admit of such tests and prizes. Random guessing is not, of course, the desirable kind, but rather something which can be definitely calculated, as in the following examples:

How many pins in a paper of pins?

How many beans in a quart measure?

How many peanuts in a glass quart jar?

How many matches in a box?

How much does a silver dollar measure in diameter?

How much does a dollar bill measure in length and width?

How many letters will there be if the full names of all the company are totaled up?

(This last is a catch. There will be but twenty-six.)

What is the weight of an egg (displayed)?

How many seeds in a grapefruit (displayed)?

How many stars in the United States flag?

How tall is the host or hostess?

What regulates the coming of Easter?

CAN YOU ADD THESE UP?

A wise observation. Adage. A hard mineral. Adamant. Slow music. Adagio. To conform to environment. Adapt. Something added last. Addendum. Adding a habit. Addict. A very courtly manner. Addisonian. The first arithmetic. Addition. Add in an egg. Addle. Add a residence. Address. Bringing, drawing, or binding together. Adducent. Possessing a high degree of skill. Adept. Sufficient. Adequate. To stick. Adhere. Farewell. Adieu. Too solid flesh. Adipose. Lying near. Adjacent. Descriptive terms. Adjectives. That which is joined. Adjunct. A solemn oath. Adjuration. A staff officer. Adjutant. One who manages affairs of importance. Administrator. Important in navy circles. Admiral. Excited by goodness and beauty. Admiration. What may be conceded. Admissible. A charge at the gate. Admission. A friendly warning. Admonition. A youth of extraordinary beauty. Adonis. The resource of the childless. Adoption. Worthy of worship. Adorable. To deck with ornaments. Adorn. Without moorings. Adrift. Very skilful. Adroit. Excessive praise. Adulation. Full grown. Adult. The pure food laws combat this. Adulteration. Forward movement. Advance. The days preceding Christmas. Advent. That which is casual. Adventitious. Hazard of fortune. Adven-

496 The Mary Dawson Game Book

ture. Hard to modify. Adverb. The hostile one. Adversary. Hard luck. Adversity. Important in selling. Advertisement. Something easier to give than to take. Advice. A pleader for another. Advocate.

VARIOUS CHAPS

A low thorny chap. Chapparal. A chap of ballads and popular old tales. Chapbook. A chap in a place of worship. Chapel. A dejected chap. Chapfallen. A chap among clergymen. Chaplain. A chap with a wreath. Chaplet. A peddling chap. Chapman. A chap we meet in cold weather. Chap-ped hands. A chap with a book. Chapter.

BACKWARD, TURN BACKWARD

The uncomfortable back. Backache.
The back that is doubly stiff. Backboard.
The back of moral stamina. Backbone.
The back of the capitalist. Backer.
The back of one playing a game. Backgammon.
The back of the artist. Background.
The back of a child learning to write. Backhand.
The back of one checked. Backset.
The back of the weak convert. Backslider.
The back of the primitive. Backwoods.

ALL ABOUT BOB

Bob swaggering. Bobadil. Bob with a spool. Bobbin. Bob with a miscellaneous collection. Bobbery. Bob wearing a thin material. Bobbinet. Bob with a bird. Bobolink. Bob curtailed. Bobtail. Bob in the meadows. Bob white. Bob on the police force. Bobby.

SOME OF YOUR AUNTIES

Your hopeful aunty. Anticipate. Your aunty with a remedy. Antidote. Your aunty with a tidy. Antimaccassar. Your aunty with a metallic element. Antimony. Your aunty of strong dislikes. Antipathy. Your aunty making responses. Antiphony. Your aunty far apart. Antipodes. Your aunty who is a collector. Antiquary. Your old-fashioned aunty. Antiquated. Your Northern aunty during the Civil War. Anti-slavery. Your aunty who is conservative today. Anti-suffrage. Your aunty whom the doctors base much upon. Anti-toxin. Your aunty who was the original of her type. Antetype.

DANCES—NOT THE TANGO

The dance that cleared away. Riddance.
The dance that steered away. Avoidance.
The dance of the groaning board. Abundance.
The dance of the sacred word. Concordance.

498 The Mary Dawson Game Book

A dance of Shakespeare's time. Morris Dance.
A dance of the "bread line." Dependance.
A dance that says you may not do it. Forbiddance.
And one that saves—if we keep to it. Guidance.

ALL ABOUT BEN

Crooked ben. Bent. Ben under others. Beneath. Ben singing a canticle. Benedicite. Ben newly married. Benedict. Ben pronouncing a blessing. Benediction. Ben a monk. Benedictine. Ben engaged in good works. Benefaction. Ben useful and wholesome. Beneficial. Ben receiving advantage. Benefit. Ben kind and charitable. Benevolent. Ben in the East Indies. Bengal. Ben involved in darkness. Benight. Ben as a younger son. Benjamin. Ben with an inflammable substance. Benzene.

BERS THAT STICK

A ber of a tree. Bergamot. A ber with English swine. Berkshire. A capital Teutonic ber. Berlin. A ber from a group of Islands. Bermudas. A ber in a rage. Berseker. A ber in a bunk. Berth.

MAXIMS AND MEN

Fill each blank with the name of a celebrity, whether of past or present, in any age:

A — who has a proper appreciation of his own limitations will not — (Mann, Bragg).

When the boat is found to be taking in water the prudent one will try to — (Beecher).

Remember that at best we are but — (Clay).

Only those who live constantly in the open are really — (Hardy).

Some live a monk's life who wear no — (Hood).

When you see a worthy action — it well (Mark).

He who begins with a small hole may end by digging a great — (Pitt).

Let every one do as much for hu—ity as he is — (Mann, Abel).

Ask not — than thou needest. (More.)

Be courteous even to thy — and thy — (Butler, Cooke).

Take not a mere acquaintance at his —, but seek in the race to find some — true (Word(s)worth, (Watt)).

Oh! what would our lives be without our peaceful happy — ? (Holmes).

To enjoy health take every morning without fail an — (Aaron—airin') in the open and fill the lungs.

A proper form of address is using the right tool with the correct — (Handel—handle).

Let not a farmer take umbrage if he is called a — (Haman—hay-man).

500 The Mary Dawson Game Book

The fool in his folly gives not two — of his finger for righteousness. (Phillips.)

Times there will be in every existence when life is necessarily — (Black) and — (Grimm).

Respect ever — heads, my son. (Grey.)

Ye who rule in high places — (Grant) to every man his just due.

Those who trust in — that of which they stand in need here below. (Go(o)dwin.)

It is sometimes the highest wisdom to be contented with one's — (Lot).

RIVERS YOU SHOULD KNOW

What river is a surprising warrior? Amazon?

What is the gayest river? Merrimac.

What river was martyred? St. Lawrence.

What river is celebrated in a song? Danube (The Blue Danube).

What river suggests a wild animal? Tigris.

What river's banks, according to Mrs. Malaprop, were marked by "allegories"? Nile.

What river has a name meaning great river? Rio Grande.

What river is an American poet? Po(e).

What river is a fishing net? Seine.

What river is an English sailor? Nelson.

What river is a famous traveler? Arkansas.

What river is a symbol of our country? Columbia.

What river is like a newspaper? Re(a)d.

What river is a schoolgirl's braid? Platte.

What river is a great explorer? Livingston.

What river is a city in California? San Francisco.

What river is a woman's Christian name? Lena.

What river begins and ends with the same letter?
Ohio.

What river is part of industry? Indus.

What river is a married woman? Mississippi.

What river is an unmarried woman? Missouri.

What river is a Japanese sash? Obi.

What little river in England running through London has a snaky name? Serpentine.

What river would answer in the nominative a question asked by one in authority? Iser.

What river is a Spanish nobleman? Don.

What river by omitting a letter of its name becomes many times itself. Severn (seven).

What river in Ireland has the name of an American General? Lee.

What river rhymes with the above? Dee.

What river is a strong goods for suitings? Tweed.

GLOBE TROTTING GAME

Answer each question or fill each blank with the name of some city in any part of the Globe:

502 The Mary Dawson Game Book

One city forever increases, (1)
And one is too big every way. (2)
Another's an old-fashioned carriage, (3)
As quaint as the One Hoss Shay.

One city invites your inspection, (4)
If you chance on your tour to pass by;
But it gives you short time for reflection.
You must look in the turn of an eye.

One city tells plainly what Grant did,
Nay, every great general that's passed; (5)
And one is the ideal condition
That all men should live in at last. (6)

Three cities—our great men—we know them,
At least all Americans do, (7)
And one is a surgical treatment (8)
And good holy men more than two. (9)

A great king of primitive France
Has achieved a Yankeedom fame. (10)
One town, with slight change, is a plague; (11)
Another's an organ and game. (12)

On the map left quite unexpurgated,
Two cities yet sound impolite; (13)
There's another Red Stick in translation
If only you guess it aright. (14)

Take a city relieved by Jeanne d'Arc;
Renew it at least as to name, (15)
Follow this with a chief of our nation, (16)
And a critter that once roved the plain. (17)



That on which we lean in our trials, (18)
That which passes in smoke right away, (19)
A kind of a bean (20), a peppery dash, (21)
And he who kept Satan at bay. (22)

One city's a very thin board, (23)
While another is music chained tight. (24)
There's an important part of a vessel, (25)
And one town, though ancient, is bright. (26)

To remember one town think of net, (27)
Of another link music and mirth; (28)
Spanish cities are orange (29) and grape. (30)
One town's the wise woman of earth. (31)

Last, not least, there's a beautiful hat. (32)
"Hot dog," as the slangsters would say, (33)
And a perfume much prized by our forebears,
That is sold in the shops of today. (34)

One city can ne'er remain quiet, (35)
And one is a woman's sweet name; (36)
There's another reminds you of china, (37)
And one that is ever aflame. (38)

There's one in a temper and free of, (39)
Another that floats if you try; (40)
One begins by demanding his due
And ends with a river near by. (41)

We like part of this city in breadstuffs, (42)
Another's a thread that we wear; (43)
While one tinkles sweet on an incline, (44)
One's applied to the "changeable fair." (45)

504 The Mary Dawson Game Book

Our race and a failing make one, (46)
While another's a tree and estate. (47)
To conclude—an illustrious Italian
In achievement signally great. (48)

THE ANSWERS

1. Dublin. 2. Toulouse. 3. Berlin. 4. Peking. 5. Warsaw. 6. Concord. 7. Washington, Madison, and Lincoln. 8. Lansing. 9. St. Paul. San Francisco, and St. Augustine. 10. St. Louis. 11. Prague. 12. Liverpool. 13. Amsterdam and Rotterdam. 14. Baton Rouge. 15. New Orleans. 16. Cleveland. 17. Buffalo. 18. Providence. 19. Havana. 20. Lima. 21. Cayenne. 22. Archangel. 23. Bristol. 24. Belfast. 25. Hull. 26. Brighton. 27. Brussels. 28. Dantzic. 29. Seville. 30. Malaga. 31. Sophia. 32. Leghorn. 33. Bologna. 34. Cologne. 35. Rome. 36. Florence. 37. Dresden. 38. Berne. 39. Madrid. 40. Cork. 41. Dundee. 42. Leavenworth. 43. Lisle. 44. Belgrade. 45. Mobile. 46. Mandalay. 47. Oakland. 48. Columbus.

POETICAL LOVE

For each player who will participate in the game provide a little booklet covered with pink silicia or silk and having a pencil attached with bebe ribbon. Have the pages in the booklets numbered and on each page write a quotation from the poets about love,



omitting the name of the author. Here are selections for the opening pages and to show the plan:

1. Love is a boy by poets styl'd,
Then spare the rod and spoil the child.
Sam. Butler in "Hudibras."

2. For all we know
Of what the blessed do above
Is, that they sing and that they love.
Edmund Waller.

3. Love is loveliest when embalmed in tears.
Walter Scott.

4. Deep as first love.
Alfred Tennyson.

5. Better is a dinner of herbs where love is, than a stalled
ox and hatred therewith.

Proverbs.

6. Friendship is constant in all other things
Save in the office and affairs of love.
Shakespeare.

The names of the authors omitted from the booklets can form the first contest in this based on the quotations. Or three words can be omitted in each phrase and players asked to supply these. After the game have a discussion of the sentiments or of the poet's meaning if obscure.

A TREE CONTEST

A company of persons who are known to be interested in out-door life can be agreeably entertained without going to much trouble by means of a Tree Guessing Contest.

When such a plan seems to fill the evening's bill, cut from cardboard as many strips (longer than wide) as there will be guests. Paint or sketch on the top of each a tiny tree.

Attach a green pencil to each card with green silk cord or bebe ribbon, and write down the left-hand margin the following questions. The answers are in every case bona fide forestry or literature, and not puns founded upon the arboreal names as in a more familiar tree contest:

What tree is the sweetest? The sugar maple.

What tree produces the largest flowers? Magnolia.

What tree was sacred to the Druids? The oak.

What tree bears a fruit resembling closely the common hop? The hop hornbeam.

What nut-bearing tree does not blossom till midsummer? The chestnut.

What tree do we moderns still use for baskets as the ancient Romans did? The willow.

What tree has a leaf like a maidenhair fern? The ginkgo tree. Domesticated in our country from China.



Give the other name of the tree thus addressed by Hiawatha: "Give me of your roots, O Tamarack!" The larch.

What tree has a name meaning Tree of Life? Arborvitæ.

What tree is called by Coleridge "The Lady of the Woods"? Birch.

What strongly aromatic tree bears leaves of three shapes on the same branch? The sassafras.

It adds to the interest of this as of any other question game, if it is played progressively, the women remaining seated and the men progressing, in order to give all the company opportunity of talking together.

Allow five minutes for each question, and at the end of this time have a little bell rung. The men then move forward, while the women remain seated. The former are supposed to assist their fair partners in working out the questions which then come under consideration.

The woman whose set of answers is pronounced best when the game is at an end receives a prize, while the men draw among themselves for another.

Or the woman prize winner could be handed the gentleman's prize and asked to bestow it upon the collaborator whom she considers to have made cleverest suggestions.

CELEBRATED NICKNAMES

On whom did Shelley bestow the poetical name of Adonais, and whence was it derived? On the poet Keats. The name was coined by the former poet from the name of Adonis, probably to suggest an analogy between the fate of Keats and that of Adonis.

Who bestowed upon himself the nickname of Astrophel? Sir Philip Sidney, in *Astrophel and Stella*.

Who was the Athenian Bee? Plato, in allusion to the sweetness and beauty of his style.

Who was the Bard of Rydal Mount, and why? Wordsworth. From his residence at Rydal in Westmoreland.

Who adopted the pen name of Currer Bell? Charlotte Bronte.

Who wrote under the signature of Boz? Charles Dickens.

Who was the brewer of Ghent? Jacob Artevelde, a great Flemish leader in the early part of the 14th century.

Who was popularly called the Citizen King? Louis Philippe, who was placed on the French throne in 1830 as elective king of a constitutional monarchy.

Who adopted the pseudonym of Geoffrey Crayon, Gent.? Washington Irving.

What great theologian was termed by his school fellows the Dumb Ox, in reference to his supposed

stupidity? Thomas Aquinas, author of the *Imitatio Christi*.

Who was called the English Rabelais? It is a name bestowed upon the satirist Swift.

Who were "Mrs. Morley" and "Mrs. Freeman"? Under these playfully assumed names Queen Anne of England and Sarah, Duchess of Marlborough, at one time carried on a friendly correspondence.

Who was called the Great Commoner? William Pitt, Earl of Chatham, the famous orator.

Who was generally termed by his contemporaries the Leviathan of Literature? Doctor Samuel Johnson, in allusion to his literary prowess.

Who was called the Man of Destiny, and why? Napoleon Bonaparte, who professed to be guided in his actions by occult influences, whence the name.

What American statesman was termed "The Mill Boy of the Slashes"? Henry Clay. The slashes was low, swampy ground, where stood a mill to which he was sent on errands frequently as a boy.

Who was the Old Man Eloquent, and how was the term derived? The name occurs in Milton's *Sonnets* and is applied in America to John Quincy Adams, sixth President of the United States.

What American writer is termed the Quaker Poet? John G. Whittier.

What American President was called "Rough and Ready"? Zachary Taylor.

510 The Mary Dawson Game Book

Who styled himself the Scourge of God? Attila, King of the Huns. One of the most formidable invaders of the declining Roman Empire.

Who was called the Swedish Nightingale? Jenny Lind, the singer.

What President was called Tippecanoe? William H. Harrison was so called before his election on account of a victory which he obtained over the Indians at a place of that name.

Who was the Sailor King? William IV of England.

What celebrated author wrote for a time under the pseudonym of Michael Angelo Titmarsh? W. M. Thackeray.

What general was styled the Bravest of the Brave? Marshal Ney, so called by the French troops in admiration of his valor.

NICKNAMES OF CITIES

Those who like a question game involving a little general information should write on cards the nicknames of cities given below and call on the puzzlers to say what cities are intended. This can be played with or without a prize:

Brooklyn—City of Churches.

Boston—Hub of the Universe.

Baltimore—Monumental City.

Buffalo—Queen City of the Lakes.

Chicago—Garden City and Windy City.

Cincinnati—Queen City.
Cleveland—Forest City.
Detroit—City of the Straits.
Hannibal—Bluff City.
Indianapolis—Railroad City.
Keokuk—Gate City.
Louisville—Falls City.
Lowell—City of Spindles.
New York—Gotham, Empire City.
New Orleans—Crescent City.
Nashville—City of Rocks.
New Haven—City of Elms.
Philadelphia—Quaker City, City of Brotherly
Love.
Pittsburgh—Iron City.
Portland, Me.—Forest City.
Rochester—Flour City.
St. Louis—Mound City.
Springfield, Ill.—Flower City.
Washington, D. C.—City of Magnificent Distances.
Athens—City of the Violet Crown.
Sodom and Gomorrah—Cities of the Plains.
Rome—Eternal City.

PASTIMES FOR YOUR BOOK CLUB MEETING

The average book club, large or small, entertains every little while, and although such social times some-

512 The Mary Dawson Game Book

times take the form of dramatics, sometimes of games and contests, many new ideas are being discovered for the occasion. For the dramatic occasion a famous poem which has characterization and variety may be dramatized, not necessarily with words, but with pantomime tableau and song. The poem which the other features illustrate is read aloud at the same time. *Hiawatha*, *The Cotter's Saturday Night*, *The Courtship of Miles Standish*, and many of Browning's dramatic poems are excellent for this purpose. Familiar songs may be interpolated so as to fit the text. Readings from W. D. Howells' book on *Heroines of Fiction* would be delightful and discussion of his interpretation might follow. Recitations or monologues in costume are very popular now. Charades or tableau series illustrating the titles of familiar books would be interesting, and if charades are used the titles can be guessed as a contest. For simple games, if the occasion is a purely social one and too much effort is not desired, give each member a slip of paper and allow ten minutes during which each is required to write down the longest list of heroines of fiction which can be recalled at the moment. Award a prize to the one naming most. Only celebrities in the way of heroines are allowed, of course. Another way to arrange this pastime is to have the names of the heroines written out and to let the players identify them by writing opposite each fair lady's name the title of the book in which her

story is to be found. Again, you might give each player a folded slip on which is written the title of a book which she will be required to illustrate with chalk on the blackboard after the manner of a rebus. Thus, When Knighthood Was In Flower would be represented by a plumed knight charging at a rose-bush or other fantasy of the kind. Prizes can be given for the greatest number of titles guessed by any player and likewise for the cleverest drawing. The game of Missing Adjectives is always interesting, and is where a poem is read aloud with the adjectives left out and players are asked to supply these, with a prize for the one supplying most.

For refreshments at your book club serve: Creamed chicken and mushrooms in patty shells. Lettuce mayonnaise sandwiches or bread sticks and butter. Salpicon of fruits in season in glasses, chocolate covered lady fingers.

GAMES FOR THE QUICK WITTED

BAD SPELLS

Where some older person or one of the larger boys or girls has time to make out in advance a list of bad spells, this makes a capital game. Difficult words are selected, as in a spelling bee, and are written down incorrectly, with a judicious number of correctly spelled difficult words included. Each player receives a card

514 The Mary Dawson Game Book

on which are written the misspelled and correctly spelled terms, with blanks opposite for writing down such corrections as he thinks necessary. Ten minutes is allowed for the contest, and mother or auntie may elect to have some little gift to be drawn for by all those who get the highest percentage of correct words in their list.

Another version of the game is where fifteen terms representing various classes of nouns, as a river, a bird, a city, a flower, a hero, a book, a food product, an author, an invention, etc., are selected, and the letters of each word so jumbled that no semblance of the original term remains. These jumbled terms are then written out in as many lists as there are players (or partners may share a list between them, in which case the number of lists will be reduced one-half). From ten to fifteen minutes is allowed for working out the mixed pickles and the player discovering most wins the game, with or without a prize.

THE WORD MISER

This is a splendid game for the older boys and girls, who will have difficulty enough to keep in the circle. The elders will enjoy a bout with the boys and girls and will be caught quite as frequently.

Draw up the chairs in a ring and agree upon some one who is to begin the fun. This person must turn to his right-hand neighbor and ask a direct question on no

matter what subject. This subject the person addressed must answer with a word of one syllable which is not Yes or No. Having successfully answered it, the second player then proposes another question, which is to be answered by a third person with a word of one syllable, and so on around the entire ring.

An illustration of possible questions and answers may help to illustrate the same to those who have not entirely grasped the idea from the rule given above:

A says to B, "How do you like the weather to-day?" B responds, "Bad." Asks, addressing C, "Did you receive a letter to-day?" C responds, "Two." Asks, addressing D, "Who is the best looking person in the room?" D responds, "I." Asks, addressing E, "Do you like music?"

And so the questioning goes on. However, many players will fail to think of an answer in one syllable on the spur of the minute or will slip by mistake into a longer word, and all such must be retired from the circle until three rounds have passed, after which they may be re-admitted.

FAMOUS SEVENS

A good question game is founded on sevens celebrated in history, legend, ethics, etc. Write the questions on cards at the top of which are decorative sevens in gilt and leave the reverses blank for the answers:

516 The Mary Dawson Game Book

What magical invention of early days would put the modern airship to the blush if in use at present? The Seven Leagued Boots.

Who were the Seven Wise Men? Seven learned Greeks who flourished between 620 and 550 B. C. The list usually includes Solon, Perinander, Bias, Cleobulus, Thales, Chilon, and Pittacus. They are also sometimes termed the Seven Sages.

What are the Seven Stars? The Pleiades.

Who were the Seven Sleepers? There are several stories concerning these mythical brethren, the subject of a Medieval legend. According to a popular version they were seven Christian youths of Ephesus, who in order to escape Roman persecution hid themselves in a cave and fell into a deep sleep which lasted nearly two hundred years.

What are the qualities known as the Seven Chief Virtues? Faith, hope, charity, prudence, chastity, temperance, and fortitude.

What are the Seven Wonders of the World? These are variously quoted by different authorities. One generally accepted list of ancient wonders is as follows: Pyramids at Egypt; the Hanging Gardens of Babylon; the Temple of Diana at Ephesus; the statue of Zeus, by Phidias, at Olympia; the Mausoleum at Harlicarnassus; the Colossus of Rhodes; the Pharos or lighthouse at Alexandria.

Whence does the month of September derive its



name? From the fact that it was the seventh month in the Roman calendar, the year beginning in March.

What peculiarity had the candlestick used in Hebraic religious rites? It was seven branched.

What is a Septembrist? One of the Parisian mob that from September 2 to 7, 1792, slaughtered prisoners of the Revolution and such citizens as refused to take the Constitutional oath.

What are the Septentriones? The seven stars of a group in the Dipper, or the constellation of Ursa Major taken as a whole.

Who wrote a celebrated poem entitled, "We Are Seven"? William Wordsworth.

Of whom did a poet write, "The stars in her hair are seven"? The Blessed Damosel (D. G. Rosseti).

An interesting book on folk-lore would make an appropriate prize in this round.

A MEMORY TEST

The entertaining questions given below may be read aloud and members of any company asked to give the answers as a pastime merely, or they can be written on cards, a lady and gentleman sharing a card together, and a prize awarded for the best:

From what poet was it that "the gods took sight but gave him strains divine"? Homer.

518 The Mary Dawson Game Book

Of what flower did Barry Cornwall say that it—

“Stands first with most,

But always with a lover”? The violet.

What feminine character of fiction is considered “the very embodiment of love”? Juliet.

Of what book did Macaulay say that “It shows the full extent and beauty of the English language”? The Bible.

Who, according to Irving, are “the connecting link between fact and fiction”? The Crusaders.

What has been called “The diamond of literature”? The sonnet.

Give the patron saint of the housewives? Martha.

What well-known woman of the Scriptures is it that is never named therein, who died as no other human being ever did, and a part of whose grave is to be found in every kitchen? Lot's wife.

Who was “a daughter of the gods, divinely tall and most divinely fair”? Helen of Troy.

GAMES AND PARTIES FOR DIFFER- ENT HOLIDAYS



LET THE BELLS RING MERRILY AT YOUR NEW YEAR'S PARTY

LITTLE bell shapes of cardboard make charming cards for writing a New Year's Party invitation. If the bells are red, write the invitation in white paint liquefied with water so that it can be used on a pen. If white cardboard is the foundation, use red and green ink or paint, making the capitals of one and the small letters of the contrasting color. If you are ambitious as to fancy lettering, better have the form brief, to lessen the work of preparation. It can be brief and yet pretty:

JINGLE BELLS

COME HEAR THEM WELCOME IN THE NEW YEAR, AT
17 SOMERSET STREET, ON NEW YEAR'S EVE, 1916, FROM
9 P. M. TILL 12.30.

Carry out the idea of the invitations by having the Yule-tide greens with which the room is still trimmed hung with quantities of paper bells. The familiar ones of scarlet tissue are always good, or others of gilt and silver can be used in combination. Or, again, it is extremely pretty to use all colors in the tissue, simply cutting out big outline bells and swinging these in alternated shades on bebe ribbon. As each guest is announced, shake a set of sleigh-bells, or have a large

dinner-bell covered with red tissue-paper and hung up, with long ribbons hanging from it, which are pulled to announce each newcomer. When the festivity takes the form of a costume party there might be an announcer with a megaphone to call out the names of the assumed characters. This is always jolly.

RING IN THE NEW

To entertain the company in awaiting the New Year a clever contest in guessing different bells might be arranged. For this tack up on the parlor walls a miniature art gallery consisting of pictures clipped from advertisements and back-number periodicals mounted on photograph cards. Each picture is numbered and tacked up and when the allusion is correctly recognized it will give a word beginning with the syllable "bell." Thus, if a flying horse is found, the famous Pegasus with his rider Bellerophon is recalled. If a church tower juts upward against the sky the hidden word may be Belfry.

Now play Bell Blindman, a new and mirthful version of the old favorite. Make a cap of the "dunce" pattern and cover it with tiny metal bells sewed on here and there. These will jingle as the blindman moves. Give each player only seven steps in which to get out of the way of the groping blindman. After any player has used the seven steps allotted he must take up a permanent position somewhere in the room

and must trust to ducking, wriggling, and other contortions to get out of the way of the Bellman as the blind-man is called. In this game no one speaks but the Bellman for fear of being traced by his voice.

TRIMMING THE TABLE

For the refreshment table at your New Year's Bell Party have a large scarlet bell of cardboard made like a box with hollow filled with favors. Or envelopes containing fortunes can be substituted for the gifts. Suspend this bell from the chandelier and have below it a large bed of holly and poinsettia. From the bell hang red and green ribbons to be used in "ringing" it, to obtain the favors later on.

Another capital idea sure to stir up lots of fun is a New Leaf Party.

The invitations can be written on holly leaves cut from half-sheets of note-paper or cardboard and tinted or not according to the convenience of the entertainer. Put two leaves together, fastening them with bebe ribbon drawn through two little incisions, and on the outside one write "Turn Over A New Leaf." When the outside leaf has been turned, the invitation is found within.

Various good contests, too, might be played with the poetical new leaves of a slip calendar. Secure one on which the extracts are from numerous authors, and call on each player in turn to say who is the author of

524 The Mary Dawson Game Book

the quotation read aloud. If he guesses correctly, the slip belongs to him, and the greatest number of slips won by any player is rewarded at the conclusion of the game with a prize. A complete calendar would make a good choice for this prize gift.

Again, you might separate the leaves of a slip calendar and hide them all around the room and award a prize to the person who finds most of them in twenty minutes. If you have awarded several calendars as prizes, a diary makes an appropriate change.

FOR AULD LANG SYNE

A company of middle-aged folk assembling to welcome in the New Year would enjoy an entertainment in which recollections of the happy past are brought up in different ways. The parlor should be hung with old-time pictures and photographs, "tidies" should decorate the chairs, old newspapers and old-time romances (such as "The Initials," "The Children of the Abbey," and "Scottish Chiefs") should be grouped around the lamp.

It is a good plan to ask every one to bring old photographs of persons and places; and old bits of costume, if these can be hunted up in the garret, will add to the fun. The entertainer should try to have at least an old bonnet or mantle or shawl figuring in her costume, and the more completely old-timey the dress the more laughable the gathering.

NOVEL INVITATIONS

For invitations cut scythes and hour-glasses out of paper or cardboard and on each write the bidding:

Father Time cordially requests your presence at an "I Remember" Party, on New Year's Eve, 1916, at 9 P. M. (34 Fourth Street).

Recalling good times in the past and laughing over the queer collection will probably furnish most of the quaint program. Guessing "who's who" in the photographs will pass another half-hour gaily, after which the entertainer might call on each to relate "My funniest recollection," and a prize might be presented for the one deemed best.

DIARIES

The little ten-cent diaries which are so attractively gotten up of late years make appropriate souvenirs for a New Year's entertainment. They can be utilized, moreover, as the basis of a fun-maker for the occasion. After distributing the little books with pencils, ask each gentleman or lady to choose some date in the books and write a prophecy detailing what will occur in his or her case on that day. These prophecies are then read aloud and a simple prize is awarded for the wittiest or most characteristic. The forecasts preserved in the little diaries will be amusing reminders in succeeding months of New Year's frolics. If the en-

526 The Mary Dawson Game Book

tainment should occur in the Yule season, but after New Year's day proper, instead of writing prophecies the players may be instructed to fill in truthfully all blanks of days in January which have elapsed up to the present. These entries, with their inevitable confessions, are read aloud, and, if liked, a prize is awarded for the cleverest.

WHEN BELLS RING IN THE GLAD NEW YEAR

A WATCH-NIGHT PARTY

A delightful and yet simple way to entertain a group of friends on New Year's Eve is with a Watch-night Party. Those who like a fanciful invitation plan might bring in the idea of the watch. For instance, shape from heavy art-paper big watches, marking in the dial with ink or with color. On the reverse of the card write a punning note, for which this will furnish a hint:

Dear Anna: Can you come watch the Old Year out and the New Year in on New Year's Eve this year? I shall watch eagerly for your answer. Come about 9.30 if, as I hope, you can make one of our watchers on Watch-Night.

Sincerely yours,

HELEN M. OLNEY.

As the guests usually remain later on this date than for other parties during the year the hour set by the

entertainer may be later also. Decorations are unnecessary, as the holiday greens will still be in place, but something of the nature of an appropriate game should be introduced to amuse the company until the bells begin to chime. Why not a set of questions founded on things that can be discovered in or about a watch? Here is such a puzzle complete. Write it on cards with pencils attached and let two persons share each set of queries. The women can find inspiration in the timepieces of their partners if some of the queries prove too puzzling.

WHAT TO WATCH FOR

What division of time do you note on a watch?
Spring.

What parts of the human body? Hands and face.

What that indicates many? Number.

What sign of bondage? Chain.

What is the most remorseless thing that you find there? Time.

What will most interest the physician? Case.

What the average mortal does six days of the week.
Works.

What part of a flower? Stem.

What that belongs to us? Ours (hours).

What that can never be first? Second.

What that infests cattle? Tick.

528 The Mary Dawson Game Book

What sign of honesty do many watches have?
Open face.

What is found there that we look for at the wax-works? Figure.

What word expressing courage, differently spelled?
Metal (mettle).

Allow twenty minutes or half an hour for working out these queries, and award a candy box in the form of a New Year's watch or clock as a prize. The booby might be a child's toy watch.

Another good contest consists in passing around pencils and paper, with the request that each draw a watch dial, filling in the Roman numerals, however roughly, as they would be drawn on a watch. The difficulty lies in the fact that ninety-nine persons in a hundred will draw 4 o'clock thus, IV, while ninety-nine clock- or watch-makers will write it thus, IIII. A prize should be offered to be drawn for by all who draw the dial without this error.

The supper table for this party might be covered with a second best cloth, so that it may be marked with a broad circle representing the face of a watch and with the appropriate numerals. Have the circle enclosing the figures come about on the line where covers are laid. It and the Roman numerals can be of dark-colored paper pasted on, or it can be applied with water color which is easily washed out.

A GOOD WISH SOCIAL

Another original little social for any date in New Year season could be called a Good Wish Social. No special pains need be taken with the invitations. Your visiting cards could be used, with the day and date, hour, etc., filled in and the words Good Wish Party. On the reverse write the words, a jingle, on the following order:

"Come wish my New Year's wish with me
And let us wish thy wish with thee."

Naturally, the first feature on the programme will be a general exchange of felicitations and compliments of the season. When these are over, give each guest a lump of modeling clay (which can be obtained through an artists' supplies store) or, failing this, a piece of paraffine wax such as is used for sealing jellies. Ask each to model the image of "his most heart-felt wish for the coming year." When the wishes have been shaped, display them on the table, each identified with a number. Distribute pencils and paper and see who can guess what most of the models represent. Give a pretty calendar (those in Japanese design are novel) for the best list.

A MUSICAL GAME

A good way to round out the programme when entertaining musical guests is to give each a card and

pencil and ask him to write in musical notes a pretty carillon for the New Year bells. Try the various compositions out on the piano and reward the cleverest with a prize.

A QUAIN T BEANCAKE PARTY FOR TWELFTH NIGHT

It is becoming yearly more fashionable and popular to entertain on Twelfth Night, which is January 6th, the twelfth day after Christmas, and any one familiar with the quaintly picturesque legends, ceremonies, and superstitions of this date will readily understand why it should be specially chosen for merrymaking.

The ceremony of the Beancake King and Queen which belongs uniquely to Twelfth Night is a charming one to adopt for a modern revel, and is different from the funmaking appropriate for any other feast of the year.

In olden times Twelfth Night, or Epiphany, concluded the Christmas holiday and the sports of Yuletide culminated on this date. In the church calendar it is Epiphany, when the visit of the Magi is commemorated, whence in France it was called the Day of the Kings.

Some authorities believe that the Bean King is derived from the church observance of the day, but others trace the festival much further back—to the

Greeks and Romans and their festivals. Whatever the derivation, the entertainer who likes a touch of the unusual in her party cannot do better than invite her friends for Twelfth Night.

A FEAST TO BEGIN

It would be a splendid idea to begin the entertainment with a supper at which the famous beancake can be passed, and to have a programme of games later.

A long table with square corners, if it can be had, is most in keeping for the banquet, and the picturesqueness is enhanced by dispensing with a cloth and decorating the festal board with ropes of evergreen. In the center of the table have the big cake, containing the bean, to be cut early in the evening, and decorated in any way which fancy inspires, as there seems to be no definite tradition in this regard. It would be clever to have sugar puppets or figures representing the beancake king and queen, with little gilt crowns and sceptres on the top of the dainty, while a narrow holly wreath wrought by the confectioner's art finishes the edge.

With the cake you may serve mulled cider with roasted apples floating in it—a good imitation of the “Lambs’ Wool” beverage formerly enjoyed on this date. Be sure that the cider is sweet; heat and sweeten it further and flavor while heating with two or three

cloves or a scraping of nutmeg. Each guest helps himself to one of the "roasted crabs," as the baked apples were, in olden parlance, termed.

THE KING PROCLAIMED

The hostess should cut the beancake and pass the dish either from hand to hand or around the board. Each takes the slice nearest to him and eats his portion very gingerly to find the bean. If found by a man, he is proclaimed king with shouts, and immediately appoints as queen the woman of his choice.

If the "feve," as it is called in France, falls to a woman, she is proclaimed Queen and appoints some man to reign with her for the evening.

Whatever their majesties now command, the rest, their subjects, are required to obey. If the King rules that the company sing, he has only to commence a song. If he partakes of a cup of the cider, all must drink. Some revelers of old were accustomed to crown the royal couple with garlands or otherwise and to provide sceptres, and certainly this crowning would be a pretty feature of the fun. Their majesties can make the feast a very merry one by themselves setting an example of hilarity, which all will be obliged to follow.

Before leaving the festive board the host or some one who has previously rehearsed it may read aloud the poem by Herrick, which details so blithely the ceremonies of making the beancake king and queen.



THE REST OF THE EVENING

The remainder of the evening, after adjourning to the parlor, may be given over to some novel contests for which the chief necessity is a large quantity of dried beans in different colors. For one such frolic make a big heap of the beans in the center of a table around which all sit. On the top of the bean heap place a wooden figure of the inexpensive sort, which can be obtained in any toy shop, bedecked as a king with gilt paper crown. Each person in turn rises and is handed a pair of sugar tongs or one of the smaller metal ones which come in candy boxes; with these he or she withdraws a bean from the pile. If this is done without overthrowing the Bean King, the player is entitled to retain the bean as a counter. But if the King is overthrown in the process, the bean must be returned to the pile, and if a player has already won other beans, these must be returned also, each competitor beginning completely anew if he is unlucky enough to overthrow His Majesty of the evening in effigy. A smaller heap of beans will suffice for a limited company. For a large crowd have a large pile, and, if possible, several pairs of tongs. As the players acquire larger and larger collections of beans, the fun becomes fast and furious, especially so when he or she who is richest in beans by one unlucky stroke topples the puppet king and forfeits all the wealth in hand.

ANOTHER JOLLY GAME

For another jolly round mix beans of three colors, if you have not already done so, and give each player a small saucer filled with them. On top of the saucer place two match-sticks, with which the player must separate the beans, arranging them so as to have each color in a different heap. The one to accomplish the feat and to have all beans disposed of in piles cries "Out" and wins the game.

Another simple game which will be found extremely good fun requires three narrow circles cut from paper, the number of circles depending on the number to play the game, as the explanation will show. In the middle of each small table or portion of a large one around which players sit, place one of the circles of paper (all of which must be of the same size, by the way, and may be cut out at the same time). Give each player ten beans. These he endeavors to "flip" with the thumb and forefinger so that they will jump within the paper circle. Each bean landed within the round counts a point toward the game. It is optional with the person directing the game whether players "flip" their counters alternately or whether each springs his ten at once.

A NOVEL SPELLING COMPETITION

During the next twenty minutes it will be amusing to give each player a handful of beans, to which he can

help himself, and request him to form with them (by placing them in appropriate sequence on the table) the words Twelfth Night. The player who at the expiration of the time allowed for it is considered to have written the word most skilfully in arranging his or her beans wins the game.

A number of such contests can be arranged and the player who wins more games than any fellow competitor may receive a prize. A book on the customs of Christmastide, of which there are several, makes a fitting reward.

Another way to plan the evening other than with games is, of course, to use the dancing program. The frolic may begin with the beancake ceremony, as described, after which their majesties (who are so addressed by all present until 12 o'clock, and who are greeted whenever addressed by bowings and scrapings) lead the way into a dancing hall especially decorated for the occasion.

Have the words Twelfth Night carried out in evergreen and red immortelles or poinsettias as the most prominent feature in the trimmings. The program could be impromptu, the king dictating each change to the musicians, and thus keeping all who dance "guessing" as to what the next dance will be.

A hint from the entertainer will be enough to determine that the concluding measure is a favor dance, for which she will have provided special favors. At 12

536 The Mary Dawson Game Book

o'clock the king and queen no longer reign, so that the last set of favors may be crowns or coronets covered with gold paper for all; gilded sceptres, too, are pretty and can be made at home. Finish them with scarlet cardboard hearts and bunches of paper flowers. As midnight sounds let all shower the bean king and queen with confetti.

TO ANNOUNCE AN ENGAGEMENT

which is to be made known at Christmas or New Year, prepare a set of questions founded on different bells and add two queries to the list, as follows:

What bells will soon ring out? Wedding bells.

Whom will the bells ring for? Mr. Jones and Miss Smith.

Thus the news is out. The answers to these questions can be filled in when the cards are passed, so that the announcement will come first and the game later. Or these answers, like the others, can be left blank and the guests can be told if unable to divine the answers.

For a romping game for young people at this season try The Belled Cat. One child is blindfolded and is the cat who has been belled. This child carries a little handbell. She runs about shaking the bell in her left hand (or with it hung round her neck) and endeavoring to seize others, who are the mice. If seized, the mouse exchanges places with the cat, and wears the bell.

Give each cardboard and scissors and see who can



cut out the most attractive New Year's bell in five minutes.

Now distribute pencils and see who can during the next five minutes write out the most appropriate sentence or quotation on the bell. Now let each turn over his bell, or distribute slips of paper, if you prefer, and see who can be first to write down a quotation about bells.

HONORING HONEST ABE

Not only on the actual day of his birth, February 12th, but at any time during the middle weeks of February, parties are given in honor of "Father Abraham." In addition to the national red, white, and blue for decoration, have funny piccaninny heads shaped from black cardboard with features painted in color. For favors have comic little chocolate dolls waving tiny flags, and on the reverse of each flag write the name of the guest. It would be delightful, I think, to have readings from "Uncle Remus" or other such classics, a series of exquisite negro melodies, and then some games founded on the great man himself.

This may be done at practically no expense by cutting from newspapers and magazines twenty-five pictures of persons of historical note, five of which represent Lincoln. Cut out each face and paste on a piece of cardboard.

Then add a body clipped from some other portrait.

538 The Mary Dawson Game Book

Number each card. Distribute pencils and paper, and players guess what well-known folk are represented. Give small biography of Lincoln as a prize.

GAMES FOR A LINCOLN'S BIRTHDAY PARTY

I

Give each player a piece of black paper (that which comes around photographic plates can be obtained from local photographers free of cost) and see who can cut out the funniest piccaninny.

II


Have a portrait of Lincoln and see who can make the best pencil sketch of the great man from this picture prominently displayed.

III

Secure a book of sentiments from Lincoln's writings (any large book store or book department can supply one). Write out a dozen sentiments, omitting one important word in each. Then see who can supply correctly the missing words.

IV

Cut out quantities of funny little black figures from black paper. No skill or art is needed, as anything



which suggests man, woman, or child in this line will do. Hide them around the room. Players stand in a row. The hostess calls out aloud the words Emancipation Proclamation. The players then run and search for the dolls. The one bringing most to light receives the prize.

V

Give each a square of black paper. Let all sit around a table on which are scissors for all, water colors, brushes, and water for mixing the paints. Then offer a prize for the best portrait of Old Black Joe, Uncle Tom, or Uncle Remus—whichever you choose.

VI

Pass around papers and pencils. See who can write down all the characters of Uncle Tom's Cabin. Give the book as a prize.

VII

Cut from newspaper headlines all the letters that figure in Lincoln's full name, having the name repeated twice in the letters—that is, two A's, two B's, two R's, and so on. Hide the letters around the room before the boys and girls arrive. Let some one beat a drum as a signal for the beginning of the fun, after which every one begins to hunt for the hidden letters. The person having most in his or her possession when all the letters have been found receives a prize. An-

540 The Mary Dawson Game Book

other way to conclude this game would be to have a scorekeeper, some older person preferably, who does not want to enter into the contest. When each player has found one or more letters they are brought to the scorekeeper, who credits them opposite the name of the person who found them, on her list. As they are received the scorekeeper pastes the letters on a sheet of cardboard and as soon as no more are missing she sounds a drum as a signal that the search is at an end. Each player's score is then totaled up and the prize awarded.

VIII

Distribute penny pads and pencils and ask each player to write a short biography of Abraham Lincoln, keeping his composition within five hundred words if possible, and relating only the salient points of the great man's life.

Some one appointed to act as judge collects the pen sketches at the end of half an hour, and after giving all a careful reading awards a box of candy decorated with red, white, and blue as a prize for the best.

IX

Another idea is to see who can in five minutes form the greatest number of other words out of the words Abraham Lincoln, and a jolly blindfold game consists in seeing who can come nearest to the hand in a por-

trait of the great man drawn on a sheet and pin therein a sprig of the laurel of immortality.

The supper table for such a party might be very amusing. The centerpiece can be a large cake, which is cut up and served afterward with the ice cream, but which first appears decorated with a little circle of piccaninnies (dolls), while from its center floats a United States flag.

MUSICAL GAMES FOR VALENTINE'S DAY

What could be more appropriate to the date than Shakespeare's "food of love"? An evening with plenty of music interspersed can be made bright, varied, and tuneful enough to entertain the most "difficult." For the musical part a piano or even a phonograph will do, but a local glee-club and one or more good voices to render favorite love-songs would add much, and in most communities could be easily secured.

Make the affair as colorful as possible by asking each girl to wear a frock of different tint. Telephone consultations arrange this in advance. At one very successful party on this date the hostess presented favors to the fair sex that took the form of hats and boas of crepe paper, each of different hue; and where practical these might be given to match the frock.

Lead off with a musical game. The girls form a circle, standing back to back, each holding a rosette

542 The Mary Dawson Game Book

of the same color as the gown that she is wearing. If not too expensive in February natural flowers may be used in place of the crepe rosettes.


The circle formed by the men faces the girls, enclosing theirs, and when the music sounds, the ring of girls moves in one direction, the men in the other. Reverse both circles for a few measures, after which the music comes to a halt and each girl extends her rosette to the man she faces, who is to pin it on his coat and hasten to clip for her a valentine from the valentine tree. Use branches of imitation plum blossom from the Japanese shop to cover the chandelier, and from this suspend a cluster of valentines in envelopes of different colors. This is the pretty valentine tree from which each man clips a missive for his partner.

It is the object of each swain to be the first to secure the envelope matching the rosette or flower worn by him, but only one at a time may clip, the honors going, of course, to those who are most nimble in securing the envelopes.

If he so wishes, each cavalier on bended knee may read aloud the message of the valentine to his "faire ladye."

A MUSICAL HUNT

A musical hunt should be next on the program, and a capital game it is. Small paper hearts are placed, but not hidden, all around the room. The men choose



partners, called "valentines," for the occasion, and each couple receives two yards of heavy sewing-cotton and two big needles. When the music sounds, partners march in a double row around the room, continuing until (after many feints) the music stops, when they break ranks, thread the needles, and, working together, each pair tries to collect and string on the cotton more hearts than any other couple before the music is resumed. When the music starts up the players resume their march.

After this suggest to your guests the game of Symphony. Here paper and pencils are passed and each endeavors to see how many other words he can form by twisting the letters of the word Symphony. A framed likeness of some great master of symphonies makes an appropriate prize gift.

Again, pass around from ten to twenty of the penny prints representing the masters of the world of melody and see who can name most of them correctly.

An appropriate selection of sheet music would make a welcome prize, or a plaster cast of Wagner.

A VALENTINE COBWEB

This is a simple and charming little party which could be arranged for a gathering of young people of any age.

For this the decorations of the room should be in

544 The Mary Dawson Game Book

cordate form. Large heart shapes cut from cardboard can be covered with pink tissue-paper roses. Hearts cut from gilt and silver paper can be strung on ribbons and used as festoons. Bows and arrows cut from cardboard and gilded make another pretty trimming.

Now fashion from pink paper or, if you like, from paper in all of the pale tints a couple of hundred small hearts. Cut some of them in halves or in quarters to add to the fun.

These are hidden everywhere about the room or rooms in which the guests are to be entertained. A few candy hearts might be concealed with the paper ones.

The searchers all start at a given signal, and each man or girl receives a basket in which to keep the hearts discovered.

Or you might pair off the boys and girls by some game appropriate to the day—such as that of the divided valentines—and let them hunt as partners.

Any person or any two persons acting as partners who discover the four quarters of a heart receive twenty additional points; matching halves count ten additional points, and single hearts one point apiece.

The candy hearts are eaten when found and are their own reward, counting nothing to the score. In cutting the hearts do this with an irregular line, or have some trifling difference in the shapes thus divided. When the guests play as partners but one basket is provided

for each two persons. The prize should be some little trinket for desk or bureau in the shape of a heart.

HIDDEN HEARTS

Another frolic which the young or any members of the community would enjoy is that of Hidden Hearts. This is a version of the popular Spider Party adapted to Valentine's Day.

For it the rooms can be decorated as suggested for the Heart Hunt. Instead of final prizes you will require a number of small gifts, one for every boy or girl invited. Put each little present in a heart-shaped candy box to which you attach the ends of a bobbin of bebe ribbon.

Hide the hearts somewhere about the drawing room, hall, etc., and then wind the different colored ribbons as if for a Spider Party. Each heart hunter may choose the ribbon that best pleases him or her, or the colors may be drawn for. If the gifts are not equally suitable to boys and girls, have some colors in the ribbon for the men and some for the women. Of course, the gift at the end of the ribbon belongs to the player who finds it.

I know of an especially delightful centerpiece which took the form of a heart-shaped flower bed. The bed itself was composed of green, imitation moss, arranged upon a heart-shaped piece of cardboard. In this, at regular intervals, were stuck diminutive tulips of tissue-

546 The Mary Dawson Game Book

paper. To the root of each tulip was attached a little valentine gift for some member of the party. Fortunes in little envelopes could be substituted for the gifts. At the end of the repast each guest culled a tulip and received his or her gift.

Another effective one is of natural flowers, arranged in heart shape. Pink or red flowers are most advisable. Four cupids, aiming arrows, are placed on the cloth a few inches from the heart and form a square around it. At the original affair the cupids were in china, but I have seen them cleverly carried out as dolls in tissue-paper, and this is not hard to do, if the china figures cannot be found.

Another distinctly novel decoration, the effect of which I can recommend, is a true love knot, which your florist will build in flowers, finished with scrolls of ribbon.

Table favors can be little valentines, having original sentiments written to fit the occasion.

Or white cardboard doves may be suspended from the ceiling by strands of ribbon. Each dove hovers just above a chair and to it is attached a card bearing the name of the person to occupy that particular seat.

PROGRESSIVE VALENTINES

By a progression I do not mean progressive card games, but new and diverse contests arranged with or



without a table at which to play them and from which guests can progress from game to game.

Very dainty invitations can be easily fashioned in this way. Cut oblong shapes from thin white cardboard and decorate each oblong with a border of tiny pink paper hearts touching each other. Let the bidding be issued in Cupid's own name and, if you can, secure the cunning figures in his image also. Paste one cupid in this case on each card and write the "invite" as follows:

DAN CUPID
AT HOME,
9 Wetherill Street,
February 14, at 8 P. M.
Progressive Valentines.

Have the girls assist in making pink tissue-paper roses for decorations and form these into garlands by stringing them on pink cotton of a rather heavy quality, making chains that cross and recross the ceiling. From the ceiling depend by ribbons Oriental lanterns in pink tones. Cut heart shapes in graduated sizes from cardboard, covered with gold and silver paper, attaching them to the Japanese lanterns so they will hang gracefully down to form a bower, giving a very pretty decorative effect. In getting up the progression have one game for each four guests, but this does not mean necessarily a seated game. For instance,

in one corner there may be an archery contest with a large paper heart as the target; four people play the game at once. The same plan is carried out with regard to the entire number of guests. But, to begin with the pairing off. Red silicia bags may be cut and stitched to simulate hearts, having red ribbon drawstrings, from which, as the young folks appear and are welcomed, each draws a cardboard heart; the boys draw from one bag, the girls from another. Written on the hearts are the names of the contests to which the guests will proceed as soon as the bell rings. The reverse side of each heart can form a tally; instead of marking with stars, it would be attractive to gum on tiny hearts cut from gold or silver paper.

The four players who draw the hearts marked Heart Secrets proceed at once when the bell rings to a table contest. Here each finds awaiting him a strip of cardboard on which a number of questions are written. The answer which players are asked to discover in each case is a word beginning or ending with the sound of heart. Tablets and pencils should be at hand for writing down the guesses, and these should be numbered and arranged like the questions for greater facility in examining them.

What hearts answer these?

1. A simple and lovely flower. Heart-ease.
2. A novel by "the Wizard of the North." "Heart of Midlothian."



3. A heart-poem from the pen of Wordsworth.
"Heart-leap Well."

4. The heart of a play of a past season. "Strong Heart."

5. An English poet had a son with much heart.
Hartley Coleridge.

6. One of the things in which Washington was first. Hearts of his countrymen.

7. The heart of an author who wrote Western tales.
Bret Harte.

8. The heart of one of the New England States.
Hartford.

9. The heart of Walter Scott's son-in-law. Lock-heart.

10. The heart of a great English King who seldom visited his kingdom. Richard Lionheart.

11. A signer of the immortal Declaration. John Hart, of New Jersey.

12. A proverb about hearts for lovers. "Faint heart ne'er won fair lady."

Twenty minutes makes a good time limit for the different games, all of which are to be played, of course, within the same time. At its expiration a bell rings, and those who have done best in the contest proceed. For a Valentine's frolic the work done by each couple might well be considered jointly, and the two whose united average is highest progressed.

The archery contest can be a variation of the

550 The Mary Dawson Game Book

usual one, which will be found newer and more exciting. For it have two sheets of cardboard, and on each paste six red hearts. Number each heart with gilt paint. The couple playing as partners decide upon a number which they will endeavor to hit simultaneously. The two targets are hung up, and while the girl takes aim at, we will say, No. 5 on one target, her swain must endeavor to hit 5 on the other. Whenever this is done simultaneously the pair win a point. Then let them try to hit the same heart on each card simultaneously; reward them with a point each time this is achieved successfully. The hostess should arrange several simple contests for the shooters, as, for example, seeing which pair can shoot most numbers in the proper succession, and so on. A point toward the prize is awarded in each competition.

A simple game for another table, but one which proves very diverting, is a cut-out contest. The hostess provides two pairs of scissors, two pencils, and a quantity of cheap white wrapping paper, as well as two bottles of mucilage. As soon as the bell rings a young man begins to draw hearts by a pattern provided by the entertainer, and his partner proceeds to cut these out. No hearts can be cut with paper folded and each must follow the outlines of the model. The pair which makes the best showing at the end of fifteen minutes wins points. Another way to get up



this lively game is to have the man outline and cut arrows while the girl draws and cuts hearts. Each heart with an arrow drawn through an incision in it counts one point.

At another table provide squares of clean white cardboard with ink and pens, and see which pair can within the given time prepare the most attractive valentine. The verse and the pen and ink decoration are originated by the player and executed by him. Or you might have the man write the verse and the girl draw or paint the decoration. Have several squares on the table in order that those who finish before the time is up and who wish to do so may try to improve upon their first efforts.

At another table arrange a contest to see who can form most other words out of the word Valentine. Each word so formed counts one point, but words of sentiment or relating to the occasion are to be rewarded with five points each. Another good written contest is to write 300 or 400 words about the origin of the day, and to pass the couple onward to the table ahead which between them make the most interesting paper.

Or try this: Cut from celluloid, preferably pink, a quantity of tiny hearts, each with a perforation in it, to be used in fishing. Set these little shapes afloat in a bowl of water and let the players fish for them, counting one point for each heart caught. Improvise little


fishing-poles with sticks, red baby ribbon and little gilt hooks attached to the ribbon.

And then, why not a game in which each pair receives a large piece of cardboard cut like an old-fashioned valentine as to shape and a pink pencil, with the request that they unite in writing down as many terms of sentiment as possible? Each term named by the opponents is struck off both cards when the lists are read and corrected after the game, but each term named by only one couple wins a point which is duly scored on the tally. Those naming most successful terms proceed to the next table.

Of course, while to many the idea of a progression stimulates the excitement of the different rounds, all of the contests described can be played equally well by the entire company at once.

ANOTHER VALENTINE PROGRAM

In most places the picturesque little lace-paper valentines are still to be had, as low as two or three cents apiece, and these leaflets make very dainty invitations. All that is necessary is to shape a heart from white or pink paper, write your invitation on it, and with just a suspicion of mucilage glue the heart between the sheets of the paper folder. Tucked into one of the valentine envelopes of quaint pattern this looks as attractive as it is easy to do.



MAKE YOUR OWN VALENTINES

Here is a charming plan for the decorations. Buy or make at home a simple valentine for each guest who is expected, and attach to it a length of narrow red ribbon. Make of white crepe paper a favor-holder in which to enclose all the valentines intended for the girls, shaping it like an envelope of exaggerated size with the long flap of former days. Draw out the ribbons through slits in the margin and finish the holder with a paper seal in the form of a scarlet heart, writing also the address, To My Valentine, in scarlet on the face. Make a similar pink or red envelope for the men's valentines, and finish this with heart-shaped seal, etc., in white. Have one envelope swung at one end of the room, the other at the opposite end, and from these swing garlands of red and white or red and pink tissue-paper hearts, threaded on red cord or on narrow ribbon. Tissue-paper roses of the familiar home-made pattern may be tacked on the ribbon, alternating with the hearts. From the chandeliers, the frames of windows, etc., suspend Cupids with outstretched bows.

Decide the question of Who's who? with St. Valentine by a feature where the girls are fishermen. Have a strip of muslin (white or pink) stretched between folding doors when the guests arrive. When all are present withdraw the girls into the room behind the muslin screen. Here each maiden receives a fishing-

pole made of a walking-stick or a dowel-rod, with ribbon "line" and a gilt hook. Each girl baits her hook with a candy heart, and six damsels at a time "cast their lines" over the muslin screen, which must, of course, be high enough to completely conceal the fair fishers. With hands clasped behind him, each "fish" takes the bait of some particular line. He thus becomes the property of the maiden whose candy heart leads to his capture.

A CONFETTI BATTLE

It would be novel and a change on the usual valentine game of hearts to introduce just a hint of carnival season by a confetti battle such as delights the traveler on the Continent about this time of year. The colored-paper confetti can be ordered in packets, the entertainer making her own bags for it. Have white ones for the paper bags tied with red ribbon for the girls, and red ones tied with white for the men. Fringe the ends with the scissors, and under the confetti in each bag bury half a picture clipped from advertisement sheets. The half-picture contained in each white bag must be completed by the half found in a scarlet bag, and no hint that the bags contain anything but the confetti should be given. After the young folks have showered each other (beginning with one's valentine partner) with confetti the pictures will come to light. The entertainer now announces "A valentine



for each of the couple who first match their pictures up," and a merry scramble follows.

For prizes and souvenirs give illustrated love poems. heart-shaped pincushions and needle books, hatpins or stickpins with heart-shaped heads, books about famous lovers, and sugar-plum hearts to be enjoyed on the spot.

ANTIQUÉ GAMES FOR A VALENTINE CELEBRATION

Why did our forefathers have the pretty fancy of "chusing valentynes" on February 14th? No one seems to know exactly, and though several explanations have been made in the past, none of them seem very definite or probable. According to one account it was a pagan custom of semi-religious nature which was modified by the saintly bishop Valentine. According to others it originated in the widespread belief—to which Shakespeare alludes in *Midsummer Night's Dream*—that on February 14th each bird sought for a gentle mate.

CHOOSING VALENTINES

Both in England and France valentines were chosen, but the method of obtaining a "love," as they were also called, differed much according to locality. Children greeted their elders with "Good Morrow, Valentine," and if successful in pronouncing the words

556 The Mary Dawson Game Book

ere they could be forestalled they received a little gift. In some places the names of lassies were drawn from one urn and those of laddies from another, and those whose slips were drawn simultaneously became valentines. In other places the first person of the opposite sex encountered on the appointed day was claimed as a valentine and was presented with a gift. Indeed, the expenditure for valentine presents was considerable, and Pepys in 1669 speaks of five pounds (about twenty-five dollars) as an ordinary price to be expended on one. A pretty new custom noted by Pepys in the same year was that of drawing mottoes as well as names on Valentine's Day.

PLANNING YOUR PARTY

Many of the fanciful oldtime customs could be woven by present-day entertainers into their modern plans and would effect a change from the usual celebration. For instance, in allusion to the bird legend cards sent out could be shaped from sheet cardboard in the form of pretty white doves represented as in flight, and the quaintly worded invitations written on these as follows:

Good Morrow Valentine: I send you thys white winged messenger to bid you kindlie welcome to a Valentine Chusing at my home on February 14th at nine of the clocke. Prithee, try to be with us on that date.

(Insert name.)

Flights of paper doves would make a charming decoration for the festal rooms. They could be used in connection with flowering branches of fruit trees, real or artificial, according to the locality in which you live, or magnolia, pussy willows, or any blossomy things that have appeared in the locality in which you live. Those who cannot contrive the doves could collect the flowers and use in connection with them garlands of big tissue-paper hearts, pink, of course, and strung on pink sewing cotton or silk.

THE CHOOSING

Have the names of the young men in one basket or vase, those of the girls in another. Or have mottoes which are designed to suggest the girls instead of their names. Some one dips simultaneously into both receptacles and the two names drawn are "cried aloud as valentines." The person who cries the names could be in costume. He could represent St. Valentine or Amor. Those whose names are thus coupled are valentines and owe each other special attentions, or they may be partners for the following games.

GAMES WITH HEARTS

I

Cut some paper into large heart shapes. Ordinary wrapping paper will do, though pink is, of course,

558 The Mary Dawson Game Book

prettiest. Cut each in two by a dividing line as devious as possible. Thus, cut one in half by a line jagged like a saw, one by a slit across, one by a slit downward, and so on. Fold each half and give the folded portion to some player. Without looking at the folded pieces players form in line and march around the room to music. Or, if there is no music, they can march to handclapping and stop at a bell signal. When the music ceases, which is always suddenly, as in the middle of a bar, all break ranks and try to match their halves. Those first to mate valentines correctly win candy hearts.

II

Give each player a pair of scissors and a sheet of pad paper, likewise a pattern heart of cardboard by which to cut out others of paper. See who can soonest and with least waste convert his sheet into hearts, cutting each shape separately—that is, without folding the paper. This game starts with a bell signal or the fall of a handkerchief.

III

Give each a card and pencil. See who can, holding the pencil in the left hand, draw the prettiest outline heart. Now see who can write the prettiest sentiment for the day, or the prettiest motto, for the heart cut out.



A MENU FOR THIS PARTY

Rolled Sandwiches with Minced Tongue Filling
Skewered with Tiny Gilt Arrows
Iced Grape Juice
Strawberry Gelatin with Whipped Cream
Pink Iced Sponge Cakes
Pink Candy Hearts

THE ADULT VALENTINE PARTY

There are many adults who like to entertain on the pretty feast of Valentine, but for whom sentimental choosing of partners and the like would be unsuitable. These companies can be planned as An Afternoon with Valentine and the Poets. Literary clubs, sewing circles, and similar conclaves could plan their social date upon this idea. For each member expected provide a little booklet covered with pink silicia or silk, and having a pencil attached. On each page, of which there can be any number from twelve to twenty, write a verse from the poets about love, but without the author. Guests are called on to write down the names of the authors, and a prize is awarded to the one naming the most correctly. Afterward the different sentiments should be discussed, having been selected to specially provoke discussion. For instance, this from Butler's "Hudibras":

"Love is a boy by poets styl'd,
Then spare the rod and spoil the child."

560 The Mary Dawson Game Book

Tableaux from love poems would make an attractive kind of dramatics for such an event. A few titles will show the possibilities of such a performance:

Lady Clare.

John Alden and Priscilla.

The Lily of Poverty Flat.

The Lord of Burleigh.

MENU FOR THIS PARTY

Creamed Chicken and Mushrooms in

Heart-shaped Pastry Cases

Salad or Cress Sandwiches with Mayonnaise

Coffee or Cocoa with Whipped Cream

Ice Cream Hearts

Valentine Cake

Pink Sugar Almonds

DIVINATIONS FOR VALENTINE'S DAY

Many Hallowe'en games could be used either as they stand or with slight changes for St. Valentine's Day. Thus the Saucer Game played with pink saucers or flower-decorated ones would be pretty for the Feast of Lovers in February. Place three saucers in a row, the saucers to be moved around after the Valentin kneels down. On one saucer place a candy heart, on one a thimble or a button, and on the third a penny. The player is blindfolded and kneels in front of the plates. He or she then extends the right hand and touches one of the saucers. If the candy heart is

touched this means approaching romance. The heart is to be eaten and another provided for the next fate seeker. If the thimble or the button, old maidhood or old bachelorhood—the subject will die unwed. The penny stands for wealth or a marriage for money.

LANGUAGE OF FLOWERS

In the city where flowers can be obtained out of season the hostess could have a number of kinds of flowers. Arrange these on the plates before which the subject kneels. When he or she has selected one, have it translated according to the language of flowers. This would be a charming game for a Japanese party at any time or for a Valentine Party in Japanese style.

AGAIN THE PLATES

Another version is to have one plate with sugar, one with lemon-juice, one with salt. The blindfolded subject dips his finger in some saucer without knowing which, and from the taste thereof is able to determine his future. The sugar, interpreted, means "The future holds sweets for you." Salt means "You will be healthy and will live long," while the lemon decrees "Your romance will end in sourness."

VALENTINE KEWPIE PARTY

Something new in a Valentine affair is a Kewpie Party, with decoration, favors, and games all based on

562 The Mary Dawson Game Book

the cunning little modern Cupid, or Kewpie—the up-to-date successor of the Brownie.

A good game for such a party would be to pass around cards and pencils explaining the nature of the game just in advance. When the hostess calls out Q, all players are to write down words which suggest themselves beginning with the letter Q. When P is called all words beginning with that letter are written. The player who at the end of ten minutes has formed the best list of Q's and P's wins the game. A candy kewpie would make a nice prize.

KEWPIE CUT-OUT

Then provide pen, paper, and scissors for all, and see who can in ten minutes cut out the prettiest Kewpie, relying on his imagination for the design.

VALENTINE POST-OFFICE

One end of a table can be built over with a latticed arch to serve as a post-office, with a wicket door through which to hand the valentines.

These valentines, by the way, contain each a half of a sentimental quotation, the matching halves in each case being handed to those of opposite sex. Each man must then seek out the woman who holds the half which completes his, and such couples become valentines for the occasion.

A little boy or a wee girl costumed as Amor plays an attractive rôle in the room. He (or she) carries a golden quiver filled with arrows, each shaft decorated with pink ribbon.

At one end of the room there is a little tree or bush supported by a gilded wooden pedestal (made like those of the Christmas trees). On this are hung quantities of hearts in pink, silver, and gold paper. To the back of each heart (for the most part) is sewed a pretty valentine favor concealed in pale pink paper tied with pink or silver ribbon. Besides the favor hearts there should be a couple having attached to the back buttons indicating the men or girls who are doomed to remain unwed, also others with a coin for wealth and a ring for approaching marriage.

The little white-winged Amor should be in charge of the tree. To each guest who wishes to try his luck Cupid hands the bow and one of the arrows. Each person shoots three times, and the favor or symbol brought down by him during that time belongs to him. If he fail to rifle the tree of any of its treasures, one of the hearts which remain when all have shot will be given to the unlucky archer.

AN AUCTION OF HEARTS

An Auction of Hearts makes a pretty way of entertaining young people on St. Valentine's Day or Eve—

564 The Mary Dawson Game Book

one which combines the sentiment necessary to the charming occasion with the interest required by any good pastime.

Invitations are printed or written in the form of billheads announcing a gigantic auction of hearts on February fourteenth at a certain place (the address of the entertainer) and time.

If the hostess will not act as auctioneer, some substitute must be appointed in advance, as this rôle is highly important to the occasion.

Whoever takes the part might be costumed as the Queen of Hearts, as Titania, or other character appropriate to the date.

Each guest entering the parlor on the evening named is given a little pink bag containing beans or small pasteboard disks covered with gold paper simulating money. There should be fifteen in each bag and each counter should represent a dollar.

When all are on the scene the hostess or auctioneer mounts a platform made of grocery boxes covered with pink silicia, painted with red hearts, and proceeds to read aloud cards, each of which is numbered and each of which describes poetically (and without naming her) some certain girl of the party.

As each description is read the men bid for the subject of the description, the highest bidder receiving the card. The auction lasts from an hour to an hour and a half in all probability, after which the girls

described on the cards are led up to the men who purchased their hearts and become their valentine partners for the evening.

Much of the fun of the affair lies in the fact that the girls have no idea whose description is being read, and not until all cards have been bought in do the maidens discover to what swains they belong for the evening.

In leap year it might be amusing to have the girls bid in the men. If a would-be purchaser find himself with too little money for the purchase he wishes to make, he can go into debt to the hostess by undertaking to perform afterward such duties as she may impose.

For instance, he might be required to write and read aloud a valentine poem, to sing a love song, if a singer, for the enjoyment of the company, or anything else in keeping.

When all partners have been found, either by the conventional sale or the leap year version of it, there might be a valentine dance, followed by a valentine spread. ✓

Have the household handyman fashion a set of six dice, and write one of the letters in Hearts on each facet of each cube. Let each in turn shake up the dice and throw them. If the word "hearts" is thrown complete it scores ten. Two letters of it, as He, count one point; three letters together, as Hea, two points, and so on until the complete word, which scores ten

566 The Mary Dawson Game Book

points. The game can be continued any length of time.

Tack up on the wall as many red or blue hearts as there are players less one. Tack up at the same time one black heart. All stand in a row, and when the handkerchief drops all run to cover up one of the hearts with the right hand. The player who fails to cover one of the red or blue hearts must cover the black heart, and all who cover black hearts must perform appropriate penances at the end of the round.

Have as many large paper hearts as there are players. Any paper which can be written upon, even wrapping sheets, will do for this. Across each heart write a quotation about love from the poets. Then cut the hearts in half and hide one-half of each.

Give each player half a heart. Form them in line and march around the room to hand clapping. When the signal is given all break ranks and the object becomes to see who can first find the missing half of his or her heart. This person wins the game and the prize if there is one.

Another way to play the same game is to make the hearts as above and to give each player half a one, having but half the number of hearts that there are players, and none hidden. Then see which two can

soonest find their missing halves. These two can draw for the prize if there is one, or the game can be used as a plan for matching partners.

Give each couple a card and pencil and see who can in the time allowed write down most names of celebrated lovers and their affinities.

Or write out the first and last letters of twenty-five names of romantic celebrities, and see who can in half an hour fill in the missing letters and thus complete most names. This game may be played by giving each player a list or by having each couple work out one together.

Read aloud "Young Lochinvar," by Sir Walter Scott, or any love poem familiar to all, omitting the adjectives. See who can write down most of these missing words correctly. In reading the poem the reader says "space" instead of the word omitted, and at the end of each verse time is allowed for guessing and filling in the spaces.

Have twelve cardboard hearts of pink or red. Number each heart and on it write one of the following jumbled terms appropriate to the occasion. Pass the card from hand to hand. Provide other cards and

568 The Mary Dawson Game Book

pencils, and see who can, in ten minutes, work out most of the puzzled words. Award a kewpie filled with candy as a prize.

1. Oelv (Love). 2. Nmeocra (Romance). 3. Puicd (Cupid). 4. Rsvloe (Lovers). 5. Tcmha (Match). 6. Aeshtr (Hearts). 7. Yntiifaf (Affinity). 8. Eleouvrt (True love). 9. Atrd (Dart). 10. Maefl (Flame). 11. Dgeidnw (Wedding). 12. Hioprstuc (Courtship).

ANOTHER WAY

Have good-sized heart cards and instead of jumbled words use jumbled sentences appropriate to the day. Thus:

Love, love not alteration, that it finds alters is when.
(Love is not love that alters when it alteration finds.)

VALENTINE PARTNERS

A new and interesting way to pair the company off, which seems particularly happy for February fourteenth, is founded on the good old pastime of "Confession," so popular in our great-grandmother's day. Incidentally, a charming little game is involved.

To arrange it have as many pink-tinted cards (or sheets of pink-tinted paper) as there will be players. Pink pencils should be used to match the cards.

Decorate the cards intended for the young men with tiny gilt arrows in lieu of monogram. These can be

either cut from gilt paper and pasted on, or gold paint and a brush may be employed.

Embellish the girls' cards with golden hearts, either cut out or painted.

On all cards write the same list of questions, resembling those used in "Confession albums" of former days. Questions should be written one below the other down the left side of the cards, leaving ample space opposite for the answers. Or numbers can be written down the left-hand margin of the reverse side, showing that this space is intended for the confessions.

While many entertainers will perhaps prefer to prepare their own set of questions, the list given below will serve to illustrate the plan to those who are unfamiliar with the older game, and can be used as it stands by an entertainer too busy for this detail:

Who is your favorite novelist?

What is your favorite color?

Name your pet hero and heroine.

Name the flower you are fondest of.

The works of what musician do you prefer?

Do you enjoy travel?

Are you fond of pet animals?

Do you admire a blonde or a brunette?

Name your favorite actor and actress.

Do you "go in for" athletics?

Do you like dancing?

570 The Mary Dawson Game Book

What quality do you admire most in a man?

What quality in a woman?

What failing do you most despise?

Do you prefer a quiet or a vivacious person?

Are you interested in art?

What motto expresses your rule of life?

Do you believe in ambition?

Do you prefer poetry or prose?

When the company is all in readiness these little cards with pencils attached are distributed, each person receiving one. Twenty minutes should be allowed for answering the questions propounded.

At the end of that time players compare their cards with those of persons of the opposite sex. Men and girls whose ideas are most in harmony as evidenced by the "confessions" become "valentines" and partners for the first game.

In a group of lively young people comparing the answers will be found great fun, and any stiffness arising in slight acquaintance or timidity will be swept away at the very outset. Naturally, there will be good-humored teasing regarding those whose tastes are similar and sentimental deductions are certain to be drawn.

HEART QUILTS

Two versions of Heart Quilts make contests both picturesque and spirited for St. Valentine's Day.



I

For one of these the stand used in ring toss or one of the stakes from the parlor croquet set is necessary. If these appliances are lacking, the home carpenter can easily construct a substitute from a rod about the height and thickness of an ordinary walking stick, fitted upright in the center of a square block of wood.

It adds to the effectiveness if this stand is covered with frills of pink tissue-paper wound on in circles and held in place with bows of pink ribbon.

The quoits are heart outlines made of stout wire, bent into shape with gas pliers and covered with pink ribbon or with narrow strips of pink silicia, wound over and under in such a way that the wire is completely covered.

Players stand at the end of the room opposite that where the stand is placed, and each in turn receives six heart quoits. The object is, of course, to throw them in such a way that the hearts will catch on the stand and hang there as in quoits or ring toss.

Each heart caught on the stand counts one point for the person throwing it. The players making best scores win a pink candy heart tied with ribbon.

II

Another version of the same game is equally in keeping with the day and equally exciting. It is usually played with heart shapes cut from cardboard, but

572 The Mary Dawson Game Book

when arranged with the game just described the wire hearts will serve just as well.

A heart shape considerably larger than those thrown is described with chalk on the bare floor, from which the rugs have been rolled back. Players take up their position at three or four yards' distance from the chalk outline, and the fun consists in seeing who can throw his heart in such a way that it will fit into the chalk outline.

In order to win a point the base of the heart quoit must be turned to the outline heart, the upper part to the upper part of the outline heart. Each player, as in the game described above, should have six shots.

A simple and attractive prize for the best score would be a pink heart-shaped box filled with white and pink bonbons.

VALENTINE FORTUNE TELLING

A pretty method of telling fortunes on Valentine's Day is arranged as follows: Secure as many heart-shaped silver key-rings as there will be guests. To each key-ring attach some article to be regarded as symbolic of the fate of the recipient.

A handful of suggestions for the symbolic trifles may help out entertainers who lack ideas for supplying them:

Mitten—For a man, a rejected proposal; for a



woman, an unwelcome admirer will make you an offer of marriage.

Orange blossoms, a bag of rice, imitation gold ring, etc.—Approaching marriage.

Thimble, button, or cloth tabby cat—Bachelorhood or spinsterhood, according to the sex of the recipient.

Pink pasteboard heart cleft almost in twain—Unhappy love affair.

Golden Arrow—"You will soon make a deep impression on some one of the opposite sex," or, "a shaft from Cupid's bow in the near future."

The key-rings with their symbolic appendages are placed in a basket and each valentine guest takes one with eyes closed. The meaning of some of the emblems is so evident that no explanation will be needed. In others the party-giver can offer a word of merry interpretation.

CHOOSING PARTNERS

Some time in advance of the event try to have in readiness as many tissue-paper flowers as there will be participants, two of each kind of flowers being chosen. Each gentleman, as he arrives, is asked to select one of the paper blooms, which he attaches to his coat. At the far end of the room as they enter it guests descry a large target, apparently formed of paper flowers.

On this target every flower worn by the men has its duplicate, both in kind and color. When all are on the scene a bow and arrows are produced and each girl in turn aims a shaft at the target. She must shoot until a flower is pierced by her arrow. This flower when obtained is to be matched with those of the men until its fellow is found, when, of course, the pair holding matching flowers become valentines.

FRIVOLOUS DISCUSSION

When all the players have found their partners, amuse the valentine couples with a half-hour of frivolous conversation. Give each man and girl a heart-shaped card, having a pink pencil attached to it with bebe ribbon, and pass around a basket containing folded papers. When these last are opened each couple finds itself detailed to discuss such airy topics as:

Which did humanity most good, St. Patrick or St. Valentine?

Which should be the most ardent lover, husband or wife?

Which would you prefer to undergo—smallpox or unrequited love?

Which is the most objectionable—the man flirt or the woman flirt?

Do you agree with the poet that "'Tis better to have loved and lost, than never to have loved at all"?

At what age or ages are most happy marriages made?
Do opposite types make the happiest couples?

The discussion begins with one's own partner, but at the end of five minutes each man progresses to some other girl and the topics are changed. Before progressing in each round the name of the former partner is written on one's heart-shaped card. Opposite the name is pasted a tiny scorer cut in the shape either of a heart or a mitten. These scorers are furnished by the hostess and are used according to the player's idea of his or her partner's attractions as a conversationalist. If the conversation pleased, a heart is pasted on the card opposite the partner's name; but if it failed to please, a wee mitten is used instead.

When all have progressed once around the circle, the number of scorers on each card are counted and a dainty prize is awarded for the greatest number of hearts. On the other hand, the person, be it man or woman, who won most mittens must perform such public penance as the company may devise for the case.

THE PROGRESSIVE SUPPER

Dainty prizes for the men are heart-shaped stamp- or match-boxes in silver, or heart-shaped silver key-rings. For the girls heart-shaped locket or buckles, or hatpins with cordate top.

Instead of having each gentleman choose his supper partner, decide the question by the scores won in the

game just at an end. This is always pleasantly casual. So regulated, the gentleman winning highest score among his sex takes in the lady who was equally successful among hers, and so on down the scale.

Serve supper, if possible, at little tables, two persons at each table, the gentlemen progressing (each taking his water glass and napkin with him) at each course.

THE VALENTINE DANCE

Perhaps the evening will be rounded out by a little dance following the supper and taking the form either of a modern cotillion or of the good old-fashioned Sir Roger de Coverley.

Decide the question of partners for the dance in the following attractive way: Tack up as if for the familiar Donkey Party a square of muslin on which is pasted a large pink heart. The heart must be divided up into sections and in each section one of the girl's names written. Each of the men receives a dart which he casts at the names, and according to the section in which his shaft is lodged finds his partner.

PROGRESSIVE HEARTS

Probably one-third of the valentine parties given are founded on the game of Progressive Hearts. No question of novelty can now attach to the game itself, but, on the other hand, the details can with slight pains have all the charm of newness.

For instance, the little card tables to be afterward used for "refreshments" can be fitted with special tops in heart shape. Cover these first tightly with white muslin, over which fits glazed wrapping paper. The paper is for the card game. It is removed just before supper, when the white cover is in order.

Decide the question of partners in this pretty way: From the ceiling depend a large heart made of pink crepe paper from which hang several white ribbons. The men of the gathering pull the ribbons, when fragments of pasteboard hearts tumble out. Each player secures a piece, after which all endeavor to match up their pieces. Each heart is cut into four irregularly shaped pieces and on each complete heart is written a short sentimental quotation.

The four persons whose pieces when matched form a perfect heart are partners and play together the first round. They proceed at once to the first table. The four next to form a heart take the second table, and so on.

Keep the tally in an original way also. Make for the girls necklaces and for the men watch-fobs of narrow pink ribbon. On both of these after each round are strung small red hearts cut from cardboard.

DETACHED GAMES FOR ST. VALENTINE'S DAY

I

Each man seeks a partner. Each pair of partners receives a square of red silicia, scissors, thread, needle, etc. The man is called on to cut out a heart with a great rent in it which the girl who is his partner must repair. Prize for the best repairs and for the prettiest shaped heart.

II

See who can think up and write down in five minutes most words adapted to making a valentine. Cupid, arrow, love, romance, heart-wound, and such terms are the ones required. Have the start and finish by bell signal.

III

Men and girls play partners. Each man in turn is given a paper heart. His partner receives a wooden or tin arrow. She is blindfolded and, starting from the opposite side of the room from her partner, must endeavor to thrust her arrow in the paper heart which he holds outstretched for it. All who succeed in performing the feat within a certain number of minutes or seconds receive tickets which enable them to draw for the prize.

IV

Write out very short biographical sketches of famous lovers and omit the names. Read them aloud and see who can write down most names correctly. Pyramus and Thisbe, Romeo and Juliet, Hero and Leander, Cupid and Psyche could be used in this way with as many more as the hostess wishes to swell the list. Any dictionary of myth and legend will furnish good ones.

V

Cut out a number of white paper doves. On each dove write a letter. Group the letters so as to give famous lovers' names. Thus Eloise would be written on six doves.

CARRIER PIGEONS WITH MESSAGES

If you draw, cut out for your valentine party a number of white paper doves. On each dove group the letters so as to give famous lover's names. Thus, Eloise would be written on six doves. Let each hunt for the doves which when collected would spell his or her name.

Another pretty version could be developed in this way: Each dove would have written on it a message hinting at the direction which should be taken to find the next one. Thus, on one dove the message which would appear would be:

"Carrier pigeon No. 11 was last seen flying South." Or "Carrier pigeon No. 5 was seen a moment ago flying due North." Going in the direction indicated in the message the player discovers the next dove in his series, which with its message assists him still further in his quest.

A WIGGLE CUPID

SEPARATED LOVERS

This is a very jolly, active game which will keep the fun in swing for half an hour and all wits on the jump, too. For it the entertainer should prepare in advance as many slips of paper or squares of cardboard as there will be guests. On the men's cards are written the names of the celebrated lovers, Cupid, Romeo, Paolo, Antony, Tristan, Darby, Jack, Paul, Dante, Launcelot, while those of the girls give the appropriate loveresses, Psyche, Juliet, Francesca, Cleopatra, Isolde, Jill, Virginia, Beatrice, Guinevere. When the frolic is in order the entertainer pins to the back of each guest a slip of paper bearing a name of some lover appropriate to his or her sex. The wearer himself cannot see the name he wears, but must guess it from the pantomime indulged in by other people as he approaches and by what others say. Thus, while it is not allowed to address Jack of nursery-rhyme fame by his Chris-

tian name, it is quite in order to ask him how his "crown" feels today, to pantomime a terrible fall down hill, etc. In accosting Juliet players drain imaginary philters and Guinevere is asked how she enjoyed King Arthur's tournament, etc. The object is for each lover to speedily join his lady love and especially to be the first of the group to meet his historical valentine.

Then it would be diverting to send the players one by one to the blackboard and see who could with the eyes shut or blindfolded draw the best "heart pierced by an arrow."

COMIC VALENTINES

For one game buy twenty-five comic valentines. Cut each in four pieces and fold each piece twice. When the game is about to begin let each person help himself or herself to a single piece, which must not be opened until all have drawn. When the bell sounds, all open their scraps and endeavor to mate them with those of other people, so as to form a complete picture. Give three points apiece to each of the four people first to complete a valentine; two points apiece for the four people who come in second; one point apiece for the four who are third. This is a new game and a very exciting one without any of the sentimental element which you may wish to avoid. It can be played with lace paper valentines also, but by using the comic ones

you will reduce the cost to twenty-five cents and give a humorous touch besides.

VALENTINES OR ENVELOPES?


Fold in each envelope a piece of paper, no matter what, so as to make it appear as if it contained a valentine. Pass around a dish heaped with these and let each one select a valentine. When the bell rings each one opens his envelope, and three points are afterward awarded for the envelope most neatly opened. It never fails to give great surprise and to occasion much laughter.

LEFT-HANDED HEARTS

A means has been discovered of rendering the popular left-handed contest appropriate to the feast of hearts. The simplicity of the method will recommend it to the entertainer with little to spend on her February frolic.

Distribute among the players little cards or penny tablets, with pencils having eraser tops, attached with ribbon. When the signal is given all begin to draw with the left hand a heart pierced with an arrow. The drawing adjudged best by the hostess should win for the successful artist a heart-shaped valentine.

Or another version of the drawing game can be substituted. This requires a blackboard, which should be suspended on the wall or braced on an easel at one



end of the room. Each player in turn is blindfolded, given a piece of chalk, and sent to draw a heart on the blackboard.

A VALENTINE RING

For Valentine's Day, a wedding, an announcement, or any sentimental occasion hang up a wedding ring. See who can throw most tiny pink candies through it. This person will wed soon. Or hang up the ring as described, using pink ribbon, and have the players stand further away, the idea being to hit the ring and cause it to swing by throwing pink candies at it. Suspend the ring over a table spread with a white cloth to conserve the candies.

THE VALENTINE FISHERS

For this the boys go behind a big screen. If you haven't one sufficiently large, the kitchen clothes-horse can be paneled temporarily with tissue-paper or pink paper muslin for the purpose. Each girl in the party is given a fishing-pole made of a long stick or dowel rod with a length of string or bebe ribbon attached to one end, and at the extremity of the "line" a piece of wire bent to form a large hook. The girls cast their lines over the screen and almost immediately there is a tremendous catch. After some manipulation of rod and line it is discovered that every fair fisher has caught a huge fish—hooked in every case through the coat lapel. The boy caught becomes the

valentine of the fair angler who captured him. It might be amusing to bait the lines with peppermint drops instead of having the hooks, and let each fish seize upon one of the dainties behind the screen.

A BLINDFOLD GAME

Another way to decide the same important question which some may like to substitute for some reason for the foregoing is a pleasant blindfold game. A huge heart is drawn on a blackboard (or, if this cannot be easily secured, on a square of white cotton goods which is to be tacked up on the wall). The heart is divided up into as many sections as there are girls present and each section is marked with some girl's name. The boys are blindfolded and each one in turn is furnished with a golden arrow (whittled out of soft wood and gilded) and is sent to the heart with directions to pierce it with the arrow. To pierce means simply to touch it for the purpose of the game. The girl whose name is written in the section he pierces becomes his valentine.

LOVE LETTERS

One of the duties which devolves upon each pair of valentines will be to indite flowery love letters to each other. Paper and pencils are provided for this amusing little figure and fifteen minutes is allowed for writing the effusions. At the end of this time the

different epistles are read aloud for the delectation of the company. The best letter of each sex wins a simple prize.

A merry scramble game will vary the contest. This requires as many hearts cut from paper or thin cardboard as there are boys in the company. On each heart write a familiar quotation concerning love: "Love me little, love me long"; "The course of true love never did run smooth"; "'Tis better to have loved and lost, etc."; "Whoever loved that loved not at first sight?"

Or, if there is poetic talent in the family, original jingles or verses suitable to the day can be used instead. After writing the verses on them the hearts are cut into halves. When the game is to begin, the players close their eyes and each receives half a heart, consequently half a verse. When the signal is given all open their eyes and begin to search for halves to match those held. The matching halves need not always be held by opposite sexes, though when this is practical it is pretty, in view of the date, to have it so. The two persons first to put a heart together correctly draw for one of the home-made prizes described a little further on.

HEART CONTEST

The valentines may also collaborate in a contest which consists in seeing who can in ten minutes write

down the greatest number of words with the syllable "heart" or "hart" in them. Each two receive a card between them and the girl dictates the words while her partner writes them. He is not allowed to assist further. Such terms and names as heart-ease, Richard Lionheart, faint heart, bleeding heart, Bret Harte, Hartly Coleridge, Heart of Midlothian, heart of steel are examples of the terms to be sought for. The list containing the greatest number of such terms not mentioned by other players wins prizes for the partners concerned in it.

Again, Valentine Telegrams make a pleasant pad-and-pencil contest which will help to pass one-quarter of an hour. Here each couple receives between them a sheet of paper with the word "Valentine" written at the top of it. The object is for each boy and girl working together to form a telegraphic message of nine words, each word beginning with one of the letters of the word given. A hasty example of such a message will help to illustrate the plan:

"Valentines All Lovely. Exceedingly Novel.
Thought Inscription Neat. Emily."

LOVE'S TANGLES

The only thing needed to prepare for this is a ball of heavy red or pink cord. Cut the cord into short pieces of about equal length and tie each into a tangle which will require a little time and patience to undo.

Fill a basket with these snarled strands and call upon the players to see who can disentangle most in the given time. The basket or bowl should be placed in the center of the table, around which all sit. Valentines work together and the couple who have most straight strings to their credit will be most fortunate in love.

AN ARROW FOR YOUR HEART

Have as many thin paper hearts as there will be girls and as many gilded wooden arrows as there will be men. Whittle the darts from soft wood and gild them, or fasten a feathery top on each of a number of meat skewers. Have the girls stand at one end of the room, each holding a heart outstretched in both hands. Facing them let the men stand, each with an arrow. When the signal is given the men run forward and each endeavors to be the first to pierce a heart. The paper heart pierced is, of course, that of his partner in every case. The first three to perform the feat receive respectively five, three, and two points on their tally to count toward the final prizes.

In selecting a prize for the valentine affair one's purse is the first thing to be considered, and without knowing what can readily be afforded only suggestions are possible. A bouquet of pink blossoms or a pink flowering begonia, the pot covered with pink crepe paper, make attractive prizes for the ladies. Also for

588 The Mary Dawson Game Book

women there are heart-shaped lockets and hatpins with heads in the appropriate form. Candy boxes decorated with cupids, heart-shaped needlebooks and pincushions, and boudoir cushions are worth thinking about when the hostess is clever with paint box or with needlecraft. For boobies give pink or chocolate candy hearts and very trashy paper novels.

A lovely centerpiece for Cupid's table is a basket of spun sugar filled with pink candy hearts and cupids, the handle decorated with a large pink satin bow. Trim the chandelier with ropes of tiny silver paper hearts cut from tin-foil glued on silver thread, and use more of the silver hearts to form a border for the valentine cake. Inside the heart border on the cake have a circle of tiny red candles. For place cards have candy hearts with the names of the guests written on them in white icing.

Here are some dainty refreshments:

1. Toast hearts spread with some potted relish, as anchovy paste.
2. Creamed oysters in heart-shaped cases of gilt paper or in heart-shaped patty shells.
3. Cold beef tongue sliced and cut in heart shapes with a cookie cutter. Bread and butter sandwiches. Lettuce with mayonnaise. Coffee.

Pineapple and grapefruit dressed with sherry and powdered sugar, served in glasses decorated with candied cherries. Valentine cake, pink almonds.

ANOTHER SUPPER

Or some hostesses may prefer to regale their valentine company with this dainty bite:

Valentine (tomato) bouillon. Toast hearts.

Creamed chicken and mushrooms, decorated with tiny hearts, cut from red peppers. Rolled wheaten bread sandwiches filled with cress and mayonnaise, tied with pink ribbon.

Cold macedoine of vegetables decorated with beets cut in heart shape. The salad itself served in white lettuce "hearts." Toasted crackers and heart shapes in cream cheese, colored with raspberry jelly.

Strawberry parfait, with whipped cream on each glass, lady fingers. Pink mint drops.

A PENCIL CONTEST FOR FEBRUARY FOURTEENTH

Write the word Valentine on a card or paper. Read it backward and forward and find in it the following things. The answers are given here for the sake of the entertainer:

A part of the country that lies low. Vale.

A farewell vale. Latin.

A metal. Tin.

Seen on the house agent's sign. Let.

A beverage. Ale.

To allow. Let.

Part of a fork. Tine.

Impolite negative. Nit.

A man servant. Valet.

To admit. Let in.

VALENTINE REFRESHMENTS

Minced tongue sandwiches rolled and tied with bebe ribbon served with hot cocoa and whipped cream. To this may be added pink candy hearts and pink iced cakes, but this second part is not necessary.

"GEORGE" ON GOVERNMENT

Such vital historic interest attaches to Washington's Birthday that it seems specially desirable to inject a little instructive patriotism into a party on that date. And this feature ought by no means to be a dry reading of a paper, but a feature live and interesting. For one diversion, George and Martha might appear on the stage in costume, each carrying a paper. George announces that he has been asked by the editor of your local paper to prepare a brief résumé of his ideas on the government of the United States, while Martha, it appears, has been requested by the editor of a certain magazine to tell "How I Kept House at Mount Vernon." George, with a courtly bow, suggests in pantomime that Martha precede him, but Martha with a stately courtesy declines to precede her lesser half. Not until after an amusing sign-language does George

finally consent to be first. His talk is, of course, a short one, made of excerpts from his writings, while materials for Martha's "paper" can be found in any good book of Washington biography.

THE BATTLE OF LEXINGTON

Follow the serious number with a lively game called The Battle of Lexington. Station a child's toy cannon on a table draped in tricolor with a pile of balls beside it. Each girl in turn fires one or more shots from the cannon, the number being decided by the number of those who play. As the balls are projected the men run for them, and the swain who succeeds in catching the most wins prizes for himself and the lady he wishes most to honor.

A WASHINGTON MEDLEY

Instead of a merrymaking with a single idea, you could arrange a series of contests in which all the competitions are different, although each of them has a foundation motive appropriate to the day.

It may be well to suggest a half-dozen or so of these in the interest of the patriotic party-giver.

Pad-and-pencil games are always enjoyable. For such you should distribute little pads having dance pencils attached to them with red, white, and blue ribbon.

A good contest consists in having all members of

592 The Mary Dawson Game Book

the party draw from imagination a portrait of George Washington, awarding a prize for the likeness pronounced best by some unprejudiced judge.

Or the trial of skill might lie in forming words out of the name of the great man. Here a time-limit is named, and each person forms as many words as possible from the given letters during the minutes allowed.

At the expiration of this time the lists are read aloud and any word found on two or more lists is crossed off. The player having most words to his or her credit when all duplicates have been crossed off wins a prize.

Here is another good one. Wrap a quantity of bonbons separately in squares of red, white, and blue tissue-paper. Seat the company around a table, giving each person two match-sticks and a finger-bowl. Divide the candies equally among the guests. At a given signal all begin to lift the candies into the bowl, using the match-sticks to lift with.

The player first to "land" all of his bonbons is victor. To him belong the spoils—in this case all the candies on the table packed away in a pasteboard box, the cover of which is decorated with a medallion of Washington.

YANKEES AND BRITISH

Follow this with a seated game in which wits and not muscles are active. The new acrostic game will fit this need admirably.

For it give each person a piece of paper and a pencil. Ask him, at the same time, to write down the full name of George Washington, placing the letters one below the other, thus:

G
E
O
R
G
E

Then announce that the boy or girl who is first to build up an acrostic under the required conditions will receive a prize. Here are the conditions:

The following persons, things, etc., must be thought out and each answer must begin with one of the letters of the great man's name.

A battle he fought.

An event that happened during his lifetime.

A friend of his.

One of his private qualities.

One of his public virtues.

Something he loved.

Something he despised or hated.

The name of some city, State, or other place he dwelt in or passed through.

The name of a general against whom he fought.

The name of one of the colonies that were declared States during his lifetime.

594 The Mary Dawson Game Book

The name of an engagement lost to his cause.

One of his headquarters.

The name of one of his generals.

Some year important in his history.

The answer to each of these questions when found must be written opposite the letter (in his name) that it begins with, thus forming an acrostic.

There is no time limit. The player who is first to hand in his paper wins the game, providing, of course, that his acrostic is found to be correct. If there are mistakes discovered in it the person who is second in line presents his work for consideration, and so on. The first correct composition found wins the award.

HIDDEN WASHINGTON

For a stirring walk-about game let the master or mistress of ceremonies take a package of small blank cards. The cheap variety—which serves the purpose perfectly well—can be had for a few cents a hundred.

Now, divide the pack into groups of ten. Each ten cards collectively spell the name of Washington. That is, each card in the ten has written upon it one of the letters that go to make up the celebrated cognomen.

These cards, when all groups have been lettered, are hidden away here and there about the room. Any

corner that will serve to hide them from the eye of the players will do. The edges of the carpets, folds of curtains, shelves of bookcases, and recesses of the mantelpiece may all be utilized.

When the time for the game arrives the party-giver invites each guest to endeavor to form the name of Washington by collecting the appropriate cards. The boy or girl who is first to form it will receive a prize. The cards may be sought out as rapidly as possible, but they must not be promiscuously gathered in.

For example, if a player in his search discovers an A or S before he has found a W card he is not allowed to pocket this. Not until the W has been captured can he secure the A. Not until the A has come honestly to hand is the S lawful.

The greatest secrecy is observed in hunting out the letters. As soon as he finds that the wrong card has been uncovered the searcher replaces it in its hiding place and says nothing to anybody.

No player is told how far another has progressed in finding the word—a regulation which keeps up excitement and hopes all around. As there are so many “sets” of cards, every one has good chances, and no player need despair of the prize until the completed set has been handed in to the judge. A Washington “portrait” in hard chocolate would make an acceptable prize. If no one forms the entire name the boy or girl who is most successful is prize winner.

NEW GAME WITH SOLDIERS

An exciting and novel card game for the great day can be manufactured in half an hour from those sheets of paper soldiers which are to be had at any small shop.


One or two sheets of these military figures, as you all know, are sold at a cent, so that materials for the game are not expensive.

Get five or six sheets of American soldiers and an equal number of the British. Cut the soldiers out and mount them on cards—one figure to each card.

Now clip from advertisements or newspapers four heads of George Washington. The portraits need not be alike in any way—and the game is ready.

Cards are shuffled and then dealt out equally to the players. No player knows what cards are held by other participants in the game. The person at the left of the dealer then plays a card, which every successive player tries to beat.

The beating is done in this way: A higher officer of any grade will take a lower officer or private. Thus, a captain will beat a lieutenant or a corporal. An American officer of any grade always takes an English officer of the same grade. Thus, an American captain takes an English captain; an American general an English general, and so on. A Washington (*i. e.*, one of the cards having Washington's portrait) beats everything on the table.



At the end of each round—that is, one play by each member of the party—the cards go to him or her who has played the highest card in the round.

No one is excused from playing in any round because a former player has placed on the table a card he cannot beat. He must discard, throwing away the least valuable soldier he holds.

If it should happen that two Washingtons are placed on the table in the same round, the cards are divided between the two players who produced the portraits.

The game continues until all players but one are out of cards. To prolong the fun for an hour or more, it is only necessary to keep score of the points that each player has won in a game, shuffling and dealing all cards as before.

GAMES FOR A COLONIAL CELEBRATION FEBRUARY TWENTY-SECOND

I

Make from buff and from blue tissue or crepe paper a quantity of rosettes to be called cockades. Give each player a fan, preferably a palm-leaf one. Let all take sides as for the old game of Rose War. Have the sides exactly equal. Face opposing divisions on opposite sides of the room. Each side has a basket filled with cockades of the color it represents. The

598 The Mary Dawson Game Book

object is for each division to send cockades into the enemy's territory and to make them there fall to the ground. The opponents strive to repel the attack with the fans. One division throws and one repels during each round. Each cockade which falls to earth in the opponent's territory counts a point for the division which tossed it. Most points win the game for the division, the members of which then draw for the prize. Any number of rounds can be played, or the game may keep up with three-minute rounds until all the cockades have been placed.

II

Distribute black cardboard and call on each to shape from the square he or she receives a Colonial silhouette. Let the player's fancy decide the subject of his silhouette. Award a prize for the cleverest, whether portrait or composite picture.

III

Provide black cardboard, gay colored tissue-paper, mucilage, scissors, and inexpensive dolls. See who can, in half an hour, dress the best representation in doll-dom of a Colonial dame or beau or a Continental soldier or British regular or officer—in fact, any personage or figure of the Revolutionary Era.



CHILDREN'S GAMES FOR FEBRUARY TWENTY-SECOND

Secure in advance several packages of the little hatchet shapes which come cut out and ready for this feast. Cut each hatchet into several pieces, and have all the cut pieces in a heap in the middle of the table around which all sit. Give each child a jack-straw hook or a meat skewer into which a strong brass pin has been inserted (at the end) and bent. Each child has a card and mucilage bottles are on the table with appropriate brushes. One at a time the children draw scraps from the pile of clippings with the aid of the hooks. The first scrap is pasted on the card. The second is also if it fits the first, if not, it is returned to the pile, the player awaiting his turn to draw again. The child who succeeds in matching most hatchets during the progress of the game wins. The prize could be a pretty soldier or Continental cap made from a crepe napkin with design of cherries.

Provide cherries of marzipan and have a stirring race in carrying these around the room to the tune of Yankee Doodle. Each cherry is poised on a knife-blade held in the right hand of the player. If you prefer to make it more difficult, the knife can be carried in the left hand.

600 The Mary Dawson Game Book


A YANKEE MESSAGE

Older boys and girls would enjoy a game played in this way. Each child is given paper and pencil and on the paper he writes out separately the letters of Washington's name, thus: W A S H. Then, using these as initials of different words, he is to compose a sentence or message written by a soldier of Washington's army while in service to his family or friends.

A DIXIE LAND PARTY

As a change from the usual celebration of Washington's Birthday why not celebrate it this year by conveying your guests to Dixie in Plantation times? Invitations could be issued for a Plantation Party, an Evening in Dixie Land, or any other name that conveys the idea prettily might be applied.

For decorations use cotton bolls, Southern moss, and galax if you can get them. If not, then potted palms, raw cotton, and any Spring flowers obtainable, real or of paper. Arrange to have a string quartet if you can. Let all the boys and girls come in cotton frocks and suits and let them all have impromptu wigs made of cotton batting. Refreshments are served by Southern "uncles" or by "mammies" in picturesque bandanas. Pictures of George and Martha should be prominently displayed and decorated with buff and blue or with the tricolor. Refreshments could be ices, cold lemon-



ade with maraschino cherries floating in it, cakes, and tiny sandwiches. Or if a supper is preferred, the following would be a good menu:

SOUTHERN SUPPER

Oyster Soup	Oysterettes
Maryland Fried Chicken	Sweet Potatoes
Beaten Biscuit	Coffee
Cherry Water Ice or Cherry Mousse	
Pralines	Lady Baltimore

HOW TO AMUSE GUESTS

A dance with cotton favors would be a jolly way to round out the evening. Or those who do not care to have dancing could arrange a programme of games. For instance, you might pass around little cards on which are written riddles about cherries preceded by these words: "The Cherry Tree.—Can You Cut It Down?"

What great statesman is found in every cherry? Pit(t).

When is the fruit most truthful? When perfectly candi(e)d.

When is it very sociable? When it forms nice "bunches."

What country is called Cherry Blossom Land? Japan.

What cherry product is most friendly? Cordial.

602 The Mary Dawson Game Book

What celebrated poem is suggested by red fruit?
Cherry Ripe.

What delicacy is suggested by the following—
hryrec? Cherry pie(pi).

What kind of cherry is found when you swallow the
stone of one? Choke cherry.

These examples will be sufficient to show the plan
and to illustrate the fact that no great brain rack is
necessary to work up a little fun on the subject of the
rosy fruit.

WITH COTTON BALLS

Those who prefer livelier games could squeeze up
handfuls of raw cotton so as to form balls and place
a number of these on the piano or the table. Each
player in turn is blindfolded and given an oyster fork
with which to spear a ball. If he reaches the table
and captures a ball he draws for a prize. Another
simple but jolly competition would require a target,
for which a book would serve, placed several yards
away from the line on which players stand. Each
player is given three handfuls of cotton which he
crushes into balls and with which he endeavors to hit
the target. Each time the target is hit it counts one
and entitles the player to an extra shot.

A PLATFORM ENTERTAINMENT

One end of the hall is occupied by a stage curtained
off for tableaux.

The affair begins with a reception of the guests by General and Mrs. Washington, impersonated by two of the Committee of Entertainment in costume copied from old prints. George and his consort occupy Colonial armchairs on a raised dais with a canopy of buff and blue above them.

Other members of this committee, dressed in Colonial style, receive the incomers at the door and present them at once in quaint, old-time phrase to the host and hostess of Mount Vernon, who arise to greet them. George bows and Martha curtsies in acknowledgment of all salutations, and the guests are supposed to reply in kind.

To ten or twelve young people (those who happen to be the best readers among the company) George then presents a card on which is written some word of wisdom from Washingtoniana. These quotations are copied from one of the many little books giving the wit and wisdom of George Washington. The cards are presented with the remark that they will be needed later on and are to be held until called for.

When all have assembled a bell rings for silence, amid which, when it is procured, a cry of "Speech, speech from General Washington," is heard.

The General then arises and makes a short address on this order:

"Ladies and gentlemen, this celebration of the anniversary of my natal day is an honor of which I am

604 The Mary Dawson Game Book

deeply sensible. Accept my heartiest thanks for it. Instead of endeavoring to make you a set and formal speech on this occasion, I have requested a few of our trusty American friends to voice my sentiments for me."

No sooner has the General reseated himself than the person holding the first quotation card rises and reads it aloud. He or she is immediately followed by the person holding the extract from the great man's writings which is marked No. 2. This is continued until all have read their quotations.

The tableaux follow and are drawn from American history of the Colonial or Revolutionary period, or from legends or romances with this era as setting. Some of the series are:

John Alden and Priscilla.

Evangeline.

George Washington and the Lowland Beauty.

The Boston Tea Party.

Pocahontas and Captain John Smith.

Washington and His Mother.

The Minuet of Washington's Day.

Washington at Valley Forge.

The minuet can be used to terminate the series if desired, and could be animated rather than a tableaux in the ordinary sense. If so introduced, George and Martha would probably lead the dance.

CHERRY LEAVES

Each person is given a card and pencil, with the request that he or she draw there the leaves of the cherry tree. Five minutes are allowed for this drawing and a prize is awarded for the best.

Sometimes, to lengthen the game, a quotation about cherries may be required at the same time. The card which has both a good drawing and a correct quotation about the fruit will stand well in competition for the prize.

Among clever people, too, each guest may be called on to relate the impression made upon his youthful mind by the anecdote of the celebrated hewing of the tree by George. In other words, to tell how he received and regarded the story as a child. A prize for the cleverest impression.

STUNTS FOR FEBRUARY TWENTY-SECOND

If you have decided to entertain in honor of George Washington here is a plan which is a change from the usual program. Secure in advance as many little sprays of cherries (the best are of marzipan and are delicious as candy) as there will be guests. Get a bare branch of any kind, plant it in a flower-pot, tie on a few crepe-paper leaves with green cotton and hang the cherry clusters amid the twigs. To each cluster have a visiting card envelope attached by buff or blue

606 The Mary Dawson Game Book

ribbon. The envelopes are sealed and in each is a bit of paper on which a stunt is written which the recipient will be asked to perform in honor of George Washington.

Each guest, as he or she enters, is asked to "shake the cherry tree," in other words, to take one of the cherry sprays from it. Great will be the excitement (and perhaps even consternation) when players find themselves called on to perform stunts like the following:

Recall and recite a sentiment from Washington's writings.

Cut a silhouette of Martha Washington out of paper.

Draw a picture of Washington on a blackboard with colored chalk.

Write an original rhyme in honor of Washington.

Form a Colonial cocked hat out of paper.

Name six battles won by Washington.

Show how Martha Washington looked dancing the minuet.

Pantomime the story of the cherry-tree.

No one must be permitted to beg out of, or to change the stunt which falls to him by lot, and woe to him who makes the Father of His Country responsible for "The proper study of mankind is man" or "The paths of glory lead but to the grave," or who cannot, because of laughter, produce the scene at the cherry-



tree in dumb show—for all such will have suitable penances imposed, while, on the contrary, all who pass a successful competition are eligible to draw for a prize.

Now, having collected the company at one end of the room, place on a table at the opposite end a wee cherry-tree of the kind which any favor stores will have at this season for five or ten cents. Provide three of the little favor hatchets obtained from the same source and give them to each player in turn who has three “throws” in which to “cut down the cherry-tree”—that is, to overthrow it by hitting it with the hatchets. Each one who succeeds in “cutting it down” is eligible to draw for a prize.

For your Washingtonian refreshments provide:

Flags of cold boiled ham, with bread-and-butter poles.

Salad of small new potatoes sliced thin, decorated with stars stamped from slices of beets; toasted crackers, cheese, coffee; Old Glory ice-cream with muskets.

A large meat-platter on which they may be displayed separately is necessary for the flags of ham (or tongue). Trim off each slice to resemble a flag in shape, and in the proper position beside it on the platter place the pole to be eaten with it, made in this way: Cut thin slices of bread and butter the length of the loaf, laying them one on the other as usual. Then cut into what may be described as bread-and-butter straws—thin finger-length—some to complete each

608 The Mary Dawson Game Book

flag. Tie each pole with tricolor (or with buff and blue) bebe ribbon if the very narrow width can be obtained.

GAMES FOR LENTEN GATHERINGS

I


Give each a stick of red sealing wax and a tiny candle in miniature such as are sold by the favor houses. The sealing wax is to be softened by holding it near the candle and a little scarlet devil fashioned from it. A prize for the best. This might be a book of "Penitential Songs."

II

See who can write a couplet bringing the words World, Flesh, and Devil.

III

See who can think up most synonyms for the words World, Flesh, and Devil. Distribute cards marked into three sections by pencil lines, and at the head of each section let the players write one of the words. Below the word follow others which are synonyms of it. In counting for the prize cross off all words which occur in most lists, also terms which are too far fetched.



IV

See who can write an acrostic on Lent.

V

See who can write out the meaning of Lent. Its duration. When begun and ended the current year, etc.

VI

See who can first disentangle the following word snarls.

TANGLED WEBS

Tcolhcask (Sackcloth). Onmde (Demon). Oehsl (Sheol). Uslo (Soul). Cenetepin (Penitence).

VII

Secure samples of purple, lavender, etc., in cloth or paper. Cut each in half, placing the halves in different bowls. Let the women draw from one bowl, men from another. First couple to match up win prizes. The colors may be hidden instead of passed in a basket, if preferred, and couples search for them.

A CONTEST FOR "PANCAKE DAY"

(Shrove Tuesday, or any date in the Lenten Season.)

The only necessities to insure the young people a good time are a kitchen where the company can enjoy

610 The Mary Dawson Game Book

themselves and a huge bowl of batter. It may be well to have each girl bring her own apron, while the entertainer provides big gingham affairs for the men. Invitations may be given by telephone or the entertainer's visiting card may be used, with the date, etc., written on it and the word "Pancakes" in one corner.

It is better to have a large bowl of the batter (made by a recipe known to be excellent) already at hand when the company arrives. Have on hand big circles of manila paper or cardboard (simulating a flapjack) cut in half, with which to find partners for the pancake contest. Each paper circle is cut differently; that is, in some the dividing line is straight, in others jagged, in others it forms an angle, etc. The men draw from one basket, the girls from another, and the company is thus coupled off for the contest. On each paper pancake have a number giving the sequence in which the holders of it will proceed to the stove to try their luck. If two griddles can be contrived in operation at once this is even better.

Each couple in the sequence of their paper proceed to the griddle, where they bake two pancakes. Before these trophies are carried off to be enjoyed at the kitchen table, set for the purpose (and furnished with the necessary butter, sugar, and syrup), the entertainer inspects the work.

When all have baked, prizes are awarded to the girl and man whose pancakes were considered best. After

the awarding of the prize there is no sequence about the baking, which is "free to all."

Naturally the entertainer will provide a pot of excellent coffee to accompany the pancakes, and possibly another course, not too heavy or too sweet, as a tasty salad, to follow them.

IN THE CAVE OF THE WINDS—A FROLIC FOR MARCH

First of all the invitations. These should be written out in such a way that prospective guests "get wind" at once of the fun in store. From the nearest job printing house secure some of the thin pink or green cardboard on which tickets are printed. Cut from this as many oblongs representing tickets as "invites" will be issued. This formula would be a diverting one for the tickets:

COMPLIMENTARY PASS NO. 1

Admit Bearer free of charge to the Cave of the Winds
(22 Astor Avenue) on Wednesday, March eleventh, at
8.30 P. M. ÆOLUS.

P. S.—Visitors accepting this ticket are requested to bring mackintosh and overshoes to wear on entering the Cave.

PREPARATIONS AND PROPERTIES

Three persons are necessary to carry on the fun—the Guide, the Property Man, and the Wind God—but

612 The Mary Dawson Game Book

nothing in the way of special costume or make-up is needed for these three, save a mackintosh and overshoes for the person impersonating the Guide, and a wig, a beard, and flowing robes for the Wind God.

The Cave (though its secrets are closely guarded throughout the evening) is simply a room adjoining the living-room (or in any case one to which the guests can be easily conducted) in which the following stage properties are kept on hand: An atomizer filled with clear water, a palm-leaf fan, a piece of sheet tin (or an old creaky wash-boiler), a pad with pencil, a mailing tube, and a nickel whistle.

If possible, have the living-room or hall all a-flutter with draughts from electric fans when guests begin to arrive. Make things as breezy as possible in other ways, too. For instance, tack up comic placards on which are set forth airy nothings of the kind which raise a laugh. Here are some to show the plan:

This boat will positively not go over Niagara Falls.

Visitors are warned to guard against a heavy blow.

That trip to the Cave won't be a dry part of the program, anyhow!

Blow, blow, thou Winter wind!

Throw care to the winds!

Watch the weathercock for changes of the air currents.

The weathercock referred to can be cut out of cardboard in the familiar fowl shape and pasted on a



rod, the other end of which should be placed somewhere to stand upright. An inverted flower-pot will hold it easily, and the pot itself can be covered with crepe paper. Let the vane, when completed, occupy a very prominent position, as, for instance, the center table.

THE FIRST PARTY LEAVES

The funny placards and other devices will keep the company amused until all are on the scene. As soon as all have arrived, the Guide, attired in his waterproof coat and galoshes, begins to call for members of the first party. All tourists who hold tickets No. 1 are then asked to don mackintoshes and are carefully blindfolded. It adds to the mystification if all are instructed to take hold of the rope (one end of which is retained by the Guide), "lest any one should become separated from the party and lost in the Cave."

Another good stunt, where this is possible, is to have the Guide take the party along a corridor, turning as frequently as he can before he conducts them, by another door, into the actual presence of Æolus. If they must be conducted directly into the Cave, have a screen or curtain (a covered clothes-horse will do) in front of the door through which they pass, in order to keep other tourists from having a view of "behind the scenes." Light is necessary in the Cave, but have it turned low.

As soon as the entrance to the Cave is opened, the

614 The Mary Dawson Game Book

"Property Man" should put forth his best effort. He shakes the thunderous tin and operates the whistle with a rising and falling inflection to suggest the whistling of the wind in tempestuous moods. The Guide now impresses again upon his party the importance of keeping firm hold of the rope, after which the Property Man sprays each face with mist from the atomizer and fans it with puffs from the big palm-leaf fan. The sensation of actual contact with wind and rain is very realistically conveyed by this means.

THE WIND GOD SPEAKS

Now, with the aid of a paper mailing tube which constitutes a megaphone, and gives him stentorian tones if he does not by nature possess them already, Æolus, the Wind God, suddenly arises and harangues the visitors somewhat as follows:

"Mortals, you are now in the realms of the celebrated Æolus. Here with my boisterous subjects, Boreas, Notus, Eurus, and Zephyr, known to men as the four winds of heaven, I hold my sonorous court. I hereby call your attention to the fact that although the complimentary ticket issued by me freely admitted you to the Cave of the Winds, nothing was said thereon about a return trip whence ye came. This, however, I am willing to furnish on two conditions. First, that ye do not reveal the nature of your visit to me until supper time. Secondly, that, ere I release you,

you name as many terms relating to the winds as ye can recall."

The terms required by Æolus are those which in any way call up a suggestion of that portion of the elements over which he presides. Breeze, zephyr, tornado, simoon, blast, roar, cyclone, gust, gale, sirocco, puff, whiff, and squall are illustrations of the windy words.

The tourist, owing to the unexpectedness of the demand, the surprising circumstances under which it is made, and the handicap of a three-minute time limit, will probably be unable to recall many such appellations. But any which he is able to convoke he is asked to set down opposite his name on the tablet provided for the purpose. This done, the company is conducted back to earth in the same mysterious way they came, while again the wind shrieks loudly and the thunder rolls.

OTHER AMUSEMENTS

The program in the Cave is the same for all, of course. At first the excitement of seeing the parties costumed in waterproofs and led away will be amusement enough, but as the novelty of these exits and entrances wears off, the hostess should be ready with other kinds of fun.

Some original blowing contests could be easily arranged and would prove diverting in the case of

616 The Mary Dawson Game Book

almost any kind of gathering. For instance, fold some half-sheets of ordinary pad paper into little wads. Slip one loose end of the wad into the other to hold it closed. Place one wad at each end of an ironing-board (placed across two chair-backs) and let two players (who take up their positions near the wads) race each other in blowing their wads to the opposite ends of the board from that where they are found. The first one to cross the chalk-line drawn there wins the race and receives a bean. If the wad is blown off the board, the player must go back to the starting-point and begin all over again.

Another way to get amusement out of this simple apparatus is to see how long it will take each member of the company to blow his wad along the board to the opposite end and back again. Time each and award a bean to the most successful.

The wads will also furnish a spirited race on the floor. It is best to have the course marked with chalk or tape. Over this the wads are to be blown by contesting players vigorously wielding palm-leaf breeze-makers.

For another lively round, cut out a doll from the familiar colored paper-doll sheet, or simply from white paper. Furnish her with a stiff skirt made of flexible cardboard, which will hold her upright. At one end of the ironing board (supported as in the previous contests on two chair-backs) place the paper doll; at

the other end have the player stand, who will try to overthrow the doll by blowing as vigorously as possible. Each player blows three times. If he succeeds in blowing over the figure, he wins a counter.

Prize awards will now be in order, and these should be of a character to suggest the nature of the party. To the player who named most windy words in the Cave of the Winds a set of the Japanese wind chimes might be presented. The player who wins most points in the other contests may receive a delft china wind-mill filled with bonbons. As for the booby winner, give him or her a (very light) blow.

IN THE DINING-ROOM

The refreshments or the supper which conclude the fun should repeat the motive of the evening, and can be very breezily presented.

If practicable, have an electric fan whirling merrily in the vicinity of the table. From the chandelier or from the ceiling just above the center of the table depend an embroidery hoop wound with crepe paper and having paper streamers of various colors pasted around its circumference. These gay little pennants will be kept flying merrily throughout the repast.

Just below the hoop, in a circular flat pan (a small ice drip-pan is about right for this) make a pretty bed of ferns and other greenery. Cover the sides of the pan with moss and vines to conceal the receptacle.

618 The Mary Dawson Game Book

Now amid the green insert tiny paper pinwheels of the same colors as the ribbons above, and attach to meat skewers. Every puff from the fan will keep the wheels in motion, and the result will be a bed of pretty whirling flowerets.

Have the menu written on inexpensive paper fans if you wish, or on a slip which is attached to the fan by just a suspicion of mucilage. Each lady can share her menu with her partners. Here are some of the items:

FIRST COURSE

Sirocco (Hot Consomme)

Straws that show how the wind blows (Cheese Straws)

SECOND COURSE

Ariels

(Vol au Vent Patty Cases filled with Creamed Chicken, Creamed Mushrooms, or a Combination of both)

Wind Puddings

(Hot Pop-over Muffins to be served with the Ariels)

THIRD COURSE

Great Blizzard (Ice Cream)

Zephyrs (Cocoanut Kisses)

THE MARCH HARES' MAD CARNIVAL

Are you racking your brains for a frolic that is really original and full of fun wherewith to entertain boys and

girls under twenty in March? Make it a convention of "The Mad March Hares" and carry it out in this way:

First, the invitations. These are written on correspondence cards or note sheets and are decorated with funny little scampering hares in pen and ink or silhouette. This is a good form:

Dear Hare: We, the Mad March Hares, will hold our annual convention at the home of Nina Gilles, Prospect Road, Arlington, on the evening of March — at 8 P. M. We hope you will be able to swell the number of those present. If you can, please prepare to be very mad.

Yours madly,

THE MARCH HARES.

Now for the decorations. If you have some little skill in designing, as many girls and boys have, you can easily cut from cardboard a frieze of hares, which are tacked upon the wall in a border. Black cardboard, which gives the silhouette effect, is an excellent choice for this, but gray or white or other colors can be effectively used, too.

On a table display your prizes as an incentive to the hares to become very mad, for on their madness depends the spirit of the evening.

All around the room you can have hidden hollow egg-shells dyed as Easter eggs or simply au naturel, after having been blown and washed and tiny jokes and surprises inserted through an opening at the end,

which is afterward carefully covered. Little paper snakes, spiders, tortoises, and piccaninny dolls and things of this sort make just the right surprises for the shells. Get everybody into the spirit of the occasion by having them hunt for these Mad March Easter eggs, each keeping the first he finds and cracking it for the surprise.

But about the prizes! These should be chosen humorously so as to help start the fun—always the crucial point of a party. Silver-backed hair brushes for each sex would be good first prizes, and chocolate hares for second awards, while the boobies should be ridiculous, as, for instance, funny raw cotton rabbits (hares for the occasion) swung on strands of horsehair.

THE NEW GAMES

Here are some good, new games:

First. Give to each boy and girl, who have been paired off as partners before the game begins, a square of cardboard or a card swung on ribbon. On one side of this card the girl must draw a mad March hare with her eyes open. Having done this, she reverses the card, and on the other side her partner is required to draw a hare with eyes closed. When both sides of all cards have been completed in this way, some member of the household who does not enter the game is appointed judge to decide the question of which card is best, taken as a whole. Award a "first prize ticket"

to each of the couple whose card wins, this ticket to count toward a final prize, a "second prize ticket" apiece to those who come in second, and so on.

Second. Then have all change partners again, for this shaking up will keep things lively, one's assistant in one game thus becoming one's opponent and, perhaps, successful competitor in the next round, when the boy may cut out of paper a hare in any position—running, leaping, etc.—and his partner may indite a rhyme or verse upon the boy's work. Have these products judged and a ticket awarded to the successful as before.

Third. Now, changing partners again, have all sit around a table where a card for every two players, mucilage bottles and brushes and a basketful of paper slips on each of which the hostess has written the words Hare and Hair, while on other slips are written syllables which, when joined to Hare or Hair, will give such terms as Harebell, Harebrained, etc. When the bell rings all begin to hunt for matching slips and to paste them on their cards. The couple which succeeds in forming most such combinations ere the number of slips is exhausted win tickets, which count toward the prizes, as before.

A simpler way to arrange the contest which may appeal to the hostess who has little time for preparation is to have each couple write out on cards as many "hare-y" words as they can call to mind. One

point is counted for each word of the kind discovered between the bell signals, which should ring about seven minutes apart. Or ten minutes could be allowed if more intellectual work and less funny scramble is desired. This way of arranging the contest is rather less unique than the pasting game, which many will prefer for that reason, but when time is a consideration, the latter will serve very well as a substitute.

FOR OLDER BOYS AND GIRLS

Again, if the company is made up of older boys and girls, cards may be distributed on which are written questions about hares and hairs, all madly mixed in the series so as to be more confusing. For instance:

1. Who wrote an elegy on a pet hare? William Cowper.

2. What girl with yellow hair met a most amazing adventure in a legend? Golden Hair.

3. What was the strongest hair of which we have record? Samson's.

4. What hare is always found among the flowers? Harebell.

5. Please name a characteristically Teutonic hare. Herr (German for Mr.).

6. What adjective fitly describes a mad March hare? Harum-scarum.

Have 10 or 12 such questions and let the couples work them out together as before.

Now have a runabout game for which the above title would be most fitting. Arrange the chairs as you would for Going to Jerusalem, that is, two rows back to back, and having one chair less than there will be players. Change partners, and let each couple take hold of opposite ends of a ruler, pencil, or anything of the kind. Have them march around the room to music, breaking ranks when the music stops, but continuing to hold the ruler or whatever they have in hand. The fact that couples must scramble for the chairs in pairs adds to the madness of finding seats. The awkwardness of an obstacle, such as a ruler, makes the game more difficult, but, where preferred, each swain may take his fair lady by the hand.

ARRANGED PROGRESSIVELY

Many hostesses prefer a progressive game at tables, and certainly if there is originality about such a frolic it is splendid fun.

The different harum-scarum games described in this article might easily be arranged at tables and played as a progression. Have the rounds ten minutes long, and have cards for tallies on which tiny black rabbits are pasted to mark the points won. Or it would make a delightfully funny score to cut the wigs and false hair from some hairdresser's ads. and to paste these on the tallies as score points. Those who progressed would, of course, receive a mad March hare picture apiece.

ANOTHER PROGRESSIVE GAME

In case the games already described are not sufficient to make up your progression, here is another good one: In the center of the table pile up some tiny Easter candy eggs, and on the top of the little heap thus formed put a pasteboard rabbit, such as may be bought at a candy shop. Each player removes one egg in turn, and this egg counts a point unless thereby he topples over the Mad March Hare, in which case he forfeits all the eggs already garnered. The pile is rebuilt and the hare put in position again after each downfall.

Or you may secure from any novelty department tiny paper Easter rabbits in a package. Cut the bunnies in three pieces, jumble the morsels, and see who can put most pieces together again in the ten-minute round.

THE PRIZES

When the circuit of the different tables has been made by all present, award the prizes for the best scores. When the booby winners are announced lots of fun can be had with those who failed to win anything by imposing funny forfeits upon them all.

For instance, one might be directed to run around the room like a hare, another to wear her hair in pig-tails during the remainder of the evening, and either boy or girl may be condemned to fasten a certain

number of ridiculous looking curl papers in the coiffure, or to pantomime the operation of brushing, "putting up" or curling the hair, without actual reference to headress or locks, merely invoking the aid of empty air.

THE FESTIVE BOARD

Of course, you will want to have the refreshment table decorated in keeping with the idea of the evening. A cunning idea for it would be to select the papier mache rabbits, which are represented in scampering attitudes, and to arrange these running in a circle around a doll whose streaming locks and billowy skirts suggest her title, The Wind Maiden. The doll herself can be placed in the center of a bed of tulips.

For place cards have cardboard rabbit heads with poke bonnets, high hats, toques and other shapes of headwear made out of colored tissue-paper, on which write the names of the guests, the figures being poised on the water glasses. Another suggestion would be advertisements of hair restorers, cures for baldness, etc., cut out and mounted on cards, on which the names of the guests are furthermore inscribed.

WHAT TO SERVE

The menu can also be made appropriate to the event by exercising one's fancy a little. Use good and wholesome food rather than extravagancies, but give to each

626 The Mary Dawson Game Book

a name befitting the occasion. This name the hostess, or the one who serves, can announce as the dish is placed on the table, or two or three little cards made out as menus can be circulated and guests thus made acquainted with what's in store.

In this way cold macedoine of vegetables could be styled "Brer Rabbit Salad" or "Peter Rabbit's Delight," while the mayonnaise that is passed with it, "Moonlight" or "By the Light of the Moon." With this salad serve hair-breadth escapes—sandwiches with filling of potted meat or peanut butter, which are cut the length of the loaf, trimmed, and then shaped into thin, long "finger" pieces. This makes a novelty without the objection which so often accompanies "fancy sandwiches"—extreme waste. Or with this salad you might offer Maryland or other biscuit or muffins filled with some nice creamed delicacy and called "Rabbit Holes." For dessert any confectioner can supply the Easter fancy molds of ice cream in shapes of rabbits, Easter rabbit cakes which are to be had in German bakeries, or the rabbit crackers to be found among the knickknacks make a nice accompaniment.

The chocolate rabbits or hares which come in various sizes at this time of year can be put to many clever uses at a March Hare Party. For instance, if you prefer you might fit each little brown figure with a ruff of tissue paper, the effect of which is very funny,



and attach a cord to him as an indicator of seats instead of the home-made suggestion described above. Or, if not used in this way, fit them out with ruffs but without cards, and pass them in a salad bowl filled with green tissue-paper lettuce leaves, as a bonbon course. It is sure to excite great fun.

ERIN'S GREAT DAY

I suppose one reason why so many women entertain on St. Patrick's Day is because so many of us have found out that it is one of the best occasions of the entire year for a jolly, funny party without much trouble or expense.

If you are looking for some such original plan for your home party, your Sunday-school party, or the play day of your literary club, here is a working plan for it:

From green cardboard or green paper cut out cards about the size and shape of playing cards, or, if you have a printing-press or a typewriter, you can use paper cut like handbills, and write or print on them the following form:

GRAND IRISH EXPEDITION

Covering Every Feature of Life in the Emerald Isle—
Its Geographical, Industrial, Legendary, and Literary
Interests—Will be Opened on March 17th in School-
house Hall. Doors Open at 8 P. M. Possession of this
Ticket Admits Bearer Free of Charge. Children Not
Admitted.

Decorate the parlor with Irish flags, large shamrocks cut out of cardboard, pots of growing clovers or of shamrocks, if you can get them, and other appropriate insignia. If possible, arrange the exhibit in a room adjoining that where guests are welcomed, or in a portion of the parlor or hall which is curtained off for the purpose. However, this is not absolutely necessary.

THE COMIC CATALOGUES

Now from paper, preferably green, make the catalogues. These are little folders or leaflets folded once, the outside to be decorated with gold-paper shamrocks, or with the funny Irish faces clipped from comic papers and mounted with library paste and appropriate pen-and-ink decoration on the green. Letter in "Catalogue of the Exhibits" on each cover, and inside write out the various titles and the numbers by which they can be identified around the room.

Here are the exhibits, with the explanations in parentheses. In each is a laugh—"merely this and nothing more."

1. A View of Cork. (A little house built of corks, or simply one or more corks placed together.)

2. A Bird's-eye View of Three Irish Counties. (A limerick, an ulster, and a cork laid together.) Others, such as Wicklow, a candle with the wick cut down, might be added if desired.



3. Home Rule for Ireland! (A yardstick tied with green ribbon.)

4. "Rory O'More." By Samuel Lover. (Picture, clipped from an advertisement or an illustration, of a shrieking infant.)

5. The Bells of Shandon. (Pictures of pretty girls of Irish type.)

6. The Blarney Stone. (Small stone with a smiling Hibernian phiz painted or pasted upon it in green ink or paint.)

7. "Patrick's Day in the Mornin'." (A salt fish and a baked potato upon a breakfast-plate.)

8. "The Last Rose of Summer." Thomas Moore. (A faded millinery rose and a picture of the great poet of Ireland.)

9. "The Wearin' o' the Green." (Little Irishman from the favor shop, with a bow of green ribbon of disproportionate size decorating him.)

10. What Ireland Does Not Know. Toy snake from the Oriental Store.)

A JOLLY "PRATIE" PARTY

The exhibits will amuse the company for fifteen or twenty minutes, after which the merrymaking might take the form of a jolly "pratie" party. Irish potatoes are, of course, the ones for this program, and all kinds of exciting contests can be arranged with them.

Produce a basket of them first of all, and see who

630 The Mary Dawson Game Book

can most correctly guess the number in the basket. Give a bonbon-holder, in the shape of a potato filled with goodies, as the prize.

Then have a potato race in which the girls match the men. Let the girls try first. Put an empty basket at one end of the room and the one with the praties in it at the other opposite end. See how many minutes or seconds it will take the girls to carry the potatoes one by one from the full basket to the empty one and then back in the same way.

Then let the men try, timing them in the same way; let the winners draw for the prize.

If the game creates a lot of fun and the defeated side clamor for a chance to be revenged, this can be afforded them in another version of the game. Make a pile of the potatoes at one end of the room. Arrange a goal at the opposite end. Arm the division which is to try first with wooden spoons, and see which set of competitors can most quickly roll the praties to the opposite end of the room, group them there in the form of a heap, and then roll them back whence they came.

SPECIAL IRISH DISHES

Here is a suggestion for the menu which the individual entertainer can minimize or increase. The Shamrock Chicken is delicious Chicken Newburg decorated plentifully with green, which may take the form of parsley or of shamrocks cut from slices of green

sweet pepper. The Irish Cabin is mashed potatoes quickly molded upon the platter with a knife to suggest a cunning little cabin, such as the traveler sees in Irish country, while popovers or other very light biscuit served with the first course are called "fairy bread," because as soon as you look upon them, so to speak, they vanish. The Erin Go Bragh Salad consists of a few leaves or sprigs of all available green things in the way of lettuces, with green mayonnaise. The Shillalahs are cheese straws. "Blarney" is macaroon fluff, a delicious dainty, to be served in green glasses. Mavourneens are cream-cakes iced in green. The Hibernian Sugar served with the tea is green rock-candy.

A SAINT PATRICK'S SUPPER

Chicken Shamrock	Irish Cabin
Bread of the Little People	
Salad—Erin Go Bragh	Shillalahs
Blarney in Glasses	Mavourneens
Grane Tay, with Hibernian Sugar	

AN IRISH TEA

For school-going boys and girls who enjoy guessing games, an Irish Tea would be novel and amusing. Cut cards out of green bristol board and word them as follows:

MISS BETTY CUNNINGHAM

At home on March 17th at 9 P. M., at 4 North King Street. Irish Tea Party.

632 The Mary Dawson Game Book

Decorate the rooms with shamrocks large and small, the real variety growing in pots, others of paper and cardboard, Irish flags, jolly Hibernian phizes, and all the charming and funny things which the novelty dealers prepare to tempt us at this date. Have a big Irish pie (a green-covered Jack Horner), filled with souvenirs appropriate to the date. Green ribbons hang from this pie and guests pull these before leaving.

The entertainment may consist of a story called "Inthroducin' Pat," where blanks in the narrative are left to be filled in by the cleverness of the competitor with words beginning with the syllable "pat."

The story is written on cards or sheets of paper, and half an hour or more should be allowed for working it out. Here is the tale:

"My friend Pat is, I believe, a native of (Patagonia). He is a fond and devoted father whose (paternal) side is one of his most attractive characteristics. His wife is called (Patricia). Mrs. Pat is a famous cook, one of her specialties being (patties), indulgence in which has inclined Pat to be rather (patulous). Owing to his foreign birthplace Pat talks with a slight dialect (patois). His work is on the force as a (patrol), but he is never so happy as when playing (pat a cake) with his children and listening to the (patter) of their little feet. From his father he inherited a modest (patrimony), which makes the family independent of

small necessities, and in addition to his salary Pat ambitiously endeavors to add to his income by (patents) registered at Washington. His wife is a good needlewoman and makes her own costumes as well as those of the children, using a good (pattern). Her one extravagance is a fondness for (patchouli). Altogether a happy and lucky man is this (paterfamilias), honest, thrifty and (patriotic).

A book of Irish melodies or a set of Irish views makes an attractive prize in this contest.

ST. PATRICK'S WELL

For a juvenile celebration of the feast of Erin's patron have a St. Patrick's Well, built up as realistically as may be with a high circular wall representing stones, and a bucket which is lowered into the depths of the well, whence it invariably brings back gifts or souvenirs of a kind appropriate to the occasion. In the well is concealed a child, who, unknown to the little guests, drops in a gift each time the bucket descends.

The children draw numbers on cards just previous to being conducted to the well, and these numbers mark the "turns" in sending down the bucket.

Where the feature of St. Patrick's Well is arranged for children of older growth, jokes and tales can be substituted for the gifts if desired.

Or, better still, let each one draw out a sage green envelope, box, package, basket, or the like, which is not to be opened till all have drawn. These receptacles are filled with something good to eat, a sachet, or other gift, but enclosed in each lies also a card on which is written a stunt which the recipient must perform to amuse the company.

PROGRESSIVE SHAMROCKS

A progression from table to table, having each contest in keeping with the date, is new and interesting. It may seem difficult to think up sufficient stunts with a flavor of the date which can be performed progressively to round out six tables, but a little thought will bring such ideas to light. Here are suggestions to inspire others:

First Table—See who can form most other words out of the letters in Erin Go Bragh. Progress the two persons whose lists are longest.

Second Table—Cut green tape into quarter-yard length and tie each length full of hard knots. Have a bowl filled with such knotty problems and see which two players, working together, can straighten out most lengths.

Third Table—Have a pound of hard candies (or beans wrapped in green paper will do), and at the top of the pile a St. Patrick's Day favor representing a

genial little Irishman with a shillalah. Let each player in turn remove a piece of candy from the heap. If he succeeds in this without upsetting the figure he may keep the candy, but if he overthrows it he forfeits the candy taken then and all previously captured. See which two can secure most candies in the time limit.

THE SHAMROCK GAME

Fourth Table—Fashion from green paper (or from white if you can't get the green) quantities of shamrock shapes. Cut each in several irregular pieces according to size. Have these in the center of the table. Give each player a card and a pin, and have a bottle of paste with four brushes handy. Each player uses his pin to lift the fragments one at a time, and the game consists in seeing who can match and paste on his card most shamrocks within the given time. Each player is allowed to have five fragments to juggle at once, but others unused must be returned to the pile.

Fifth Table—At the fifth table County Limerick of the Ould Counthry may be represented by a contest in writing a limerick, or quatrain, on some subject chosen by the competitor to voice the sentiment of the day, the hostess to decide which two are best, judging them without the names of the contestants attached thereto. The two players who remain after the

Sixth Table—At the sixth table see who can with card and pencil write down in the time given for it most allusions to Ireland in history, legend, folk lore, and literature—in fact, most familiar references relating to the staunch little land of St. Patrick. Progress the two who think up most of these.

Give the winner of this unique progression a little Hibernian figure stuffed with sweetmeats, and the booby winner a cardboard shillalah from the favor counter. If you desire souvenirs of the day, make paper hats for the men of green crepe paper and poke bonnets for the girls of the same.

The "eats" on St. Patrick's Day should have a strong flavor of Erin, either conveyed by means of nomenclature, color, or simply by fancy. What form and extent these take depends largely on the kind of entertainment planned and on the preferences and pocketbook of the hostess. I add some hints for different affairs on the same date:

Lettuce or Cress Sandwiches with Mayonnaise
“Tay” **Green Bonbons**

Green Bonbons

HEARTIER REFRESHMENTS

Sliced Cold Chicken
Rolled Bread and Butter Sandwiches Tied with Green Ribbons
Olives Sauterne Jelly
Pistache Iced Layer Cake

A DAINY SUPPER

"Crame" of "Grane Pay" Soup
Shamrock Drops
Irish Crabs Hibernian Rolls
St. Patrick's Day Plums
Dublin Snowballs Erin Cake

The soup in this menu explains itself. The shamrock drops are soup biscuit of the familiar kind which come in packages done up in green tissue-paper. The crabs are green paper cases filled with creamed crabmeat decorated with watercress, which is not altogether unlike the pretty shamrock. The Hibernian rolls are Maryland biscuit split and filled with lettuce and mayonnaise. The "plums" are olives.

Dublin snowballs is the temporary name of individual molds of ice cream, circular and made white or yellow within and green (pistache) without. Erin cake is layer cake with pistache icing.

ALL ABOUT THE SHAMROCK

The blackboard is swung on the wall in full view of all the players. At the very top is written the following: "Please find in this (drawing of a shamrock) the following things:"

An Irish city. (Cork.)

A month of the year. (March.)

A member of the human body. (Arm.)

An article of wearing apparel. (Sock.)

A common article of food. (Ham.)

A bright planet. (Mars.)

A much detested pest. (Roach.)

A special kind of linen goods. (Crash.)

A terrible instrument of torture. (Rack.)

A vehicle that will be ousted by the automobile.
(Hack.)

A special flavor of coffee. (Mocha.)

A commodity of exchange. (Money.)

An important means of transportation. (Cars.)

An article used to disguise. (Mask.)

An undesirable tract of land. (Marsh.)

A boy's nickname. (Mac.)

Something very solid and firmly placed. (Rock.)

Something that is not real. (Sham.)

One of your best known uncles. (Sam.)

One of the four Evangelists. (Mark.)

MAP OF IRELAND

A sheet on which a map of Ireland has been sketched with green chalk is stretched out upon the wall, and each player receives a slip of paper with a pin in it on which is written the name of some celebrated feature of Irish geography or the like which is not given on the map. The following are examples of the geographical or historical names:

Innisfallen, Hill of Howth, Giant's Causeway, Muckross Abbey, Lakes of Killarney, Blarney Stone, the Bells of Shandon, Gap of Dunlow, etc.

Of course, the idea is to test the player's knowledge of Irish scenery, literature, or legend, which is done by requiring him to pin his slip on to the map at the point where, we will say, the Giant's Causeway, the Blarney Stone, or other feature is located. Each slip is numbered, the numbers representing the order in which players should proceed to the map. As the slips are folded and are distributed at random this is perfectly fair.

GREEN GOODS AUCTION

Little green bags containing clothes-pins are distributed, the pins representing money and each bag containing twenty-five.

The auction consists of trifles wrapped in green tis-

sue-paper and sold by number to persons ignorant of their contents. Every one who has played this auction game knows how funny it can be made in the hands of a clever auctioneer. Most of the concealed objects are, indeed, green goods to the buyer—a box of matches, a dried fish, a single glove, a wooden spoon, a last year's calendar, a can opener, or even worse—but to add to the excitement two or three worth-while gifts are usually included in the number.

ST. PATRICK'S DAY GAMES FOR CHILDREN

See who can cut the best shamrock out of paper, first with eyes open, then (another) with eyes closed.

See who can find most bonbons wrapped in green paper (that is, each candy wrapped in a tiny square of green waxed paper) and hidden like peanuts for a peanut search.

See who can draw the best shamrock on the black-board.

See who can draw there the most characteristic little Hibernian with his shillalah.

Read aloud an Irish story (one of Seumas McManus', for instance, or one of Lover's tales) and see who can make the best sketch illustrating it. This is a capital feature for older boys and girls. The elders, too, might enjoy it.



EVERGREEN QUESTIONS

1. Green and real estate form a northern country.
Greenland.
2. A city and green form something dangerous.
Paris green.
3. Green and a child's game with skirts, form a bait.
Green cheese.
4. Green and an elevation form a term applied to
Vermont State. Green Mountain.
5. One of the Presidents and green form the cloth
worn by woodmen in Merrie England of olden time.
Lincoln green.
6. Green and a part of the body form legal tender.
Greenback.
7. Green and a part of a deer form a new arrival.
Greenhorn.
8. Green and a dwelling form the abode of beauty.
Greenhouse.
9. Green and a part of the house give a theatrical
term. Green-room.
10. Green and a British general of Revolutionary
fame give a delicious fruit. Green Gage.
11. A sport with green gives the scene of the sport
in question. Bowling green.
12. An unchangeable green. Evergreen.
13. A jewel and green give a pretty pale shade.
Emerald green.

642 The Mary Dawson Game Book

14. Water and green give a beautiful dark tint. Sea-green.

15. Green and absent from give a popular woman artist. Greenaway.

16. One rough green is obtained from the skin of fish. Shagreen.

GAMES FOR THE ELDERS

Read aloud The Wearing o'the Green or other famous Irish ditty or poem, omitting some very important words. See who can tell what words are omitted. This need not be a prize game. Players will enjoy remembering or guessing the words without the incentive of a reward.

Write a three- or four-hundred word composition on the subject of St. Patrick's Day. Award a prize for the most interesting.

BLARNEY

Six or eight quotations from Irish writers are written on cards, which are afterward cut in half. The men draw from one set of halves, girls from another, and then match for partners. The girls' chairs are arranged in one row, the mens' facing them, and partners sit opposite each other.

Cards with pencils are passed, and each player is required to write a compliment to his or her partner.

At the end of ten minutes the "blarney" is read aloud and the wittiest production wins for its writer a green-tied shillalah.

Tiny Irish flags are stuck up all over the room. Some one at the piano begins to play an Irish ditty, and all players form in line. They march around the room, and when the music breaks off the company break ranks and rush upon the flags. As soon as the music resumes they scurry back into ranks, each retaining whatever flags have been gathered up, and resume the march as before. The scramble continues until the little ensigns have been collected; the latter are counted and a prize awarded.

A LITTLE TRIP AROUND IRELAND

The entertainer with ingenuity gets a lot of fun out of her informal invitation cards. There are many ways of getting them up in novel shape, which cost little and which give a foretaste of the fun of the party itself when they are sent out a week or ten days in advance.

For example, cut from cardboard shapes to fit the envelopes you have in view, and cover one side of each shape with green baize glued on smoothly. Paint on the green, using water color (yellow or white), "A sod from the ould sod," and on the reverse write the invitation. Or get the cardboard which is white on

one side, black on the other, and cut from it outlines resembling the funny plug hats which the plaster novelties and the cartoonists have rendered so familiar in connection with March 17th. Paste a bit of green bebe ribbon on the black side to simulate the hat band and write the invitation on the reverse.

Then, too, bright people who have left their school days well behind them will enjoy a contest made out in the form of an examination paper on Ireland. For this all sit around a table, and penny blank books with pencils are distributed. On each page of the blank book is found some question relating to Ireland, as if for an actual school examination. The remainder of each page is left blank for the answers. Examples of the question are:

1. Bound Ireland.
2. Between what parallels of latitude does it lie?
3. Name and locate the capital city.
4. Name the principal rivers and mountain ranges.
5. What is the climate?
6. Give the principal natural products.
7. What form of government is established there?
8. What is the population?
9. What industries and arts flourish?
10. Name ten of the largest towns.

An hour is given for working out the answers, at the expiration of which time the books are collected and consigned to three judges, who revise them in accord-

ance with a previously prepared list, and award a cardboard potato filled with sweets as a prize.

The table trimmings for the supper or buffet spread, which rounds out the fun, can be extremely pretty in green and white or green and pale yellow. Crepe and tissue-paper are very useful for producing seasonable effects without great expense.

Cut from the green crepe a dozen or so of large shamrocks and sew these to the cloth just below the table line, so as to form a running border.

Make with green tissue-paper and soft wire, bunches of shamrocks and tie them to the shanks of candlesticks. Have tiny white place cards with green borders tied with bebe ribbon around the necks of green plaster pigs, which come in small sizes for five cents. Each piggy is filled with goodies.

A pretty centerpiece can be made by trimming a box or small basket with the crepe and filling it with white or pale yellow flowers—tulips, daffodils, or narcissus make a good choice. In the bottom of the box or basket have a tin filled with water in which to stand the flowers.

For the candle shades use heavy white art paper on which paint or paste little flags of Erin. Green crepe paper boxes filled with bonbons should stand at the four corners of the board. Fold the napkins once and tie them with strips of green tissue-paper cut like ribbon.

A SHAMROCK GATHERING

To entertain the young folks in an entirely new way you could issue invitations for a Shamrock Gathering, wording the invitations something like this to pique curiosity:

“The Golden Band of St. John’s Church announces that a quantity of shamrock seed have been sown which will be in leaf by St. Patrick’s Day. All the boys and girls of the Band are hereby invited to meet at the Sunday-school Hall on March 17th, at half-past eight P. M., and take part in the picking. A very jolly time is promised.”

Of course, where the invitation is issued by a private home the name of the entertainer will be used instead of that of a society, as given in the illustration. To prepare for the fun secure a quantity of the paper shamrocks which come specially for the purpose or make some from cardboard or paper for yourself. Have these distributed all round the room and see which child can obtain most by some funny handicap games on a new plan.

SHAMROCK PICKING

The boys form one division, girls another, and divisions stand in two rows facing each other. The object becomes for the girls to get more shamrocks than the boys and vice versa.

Beginning at the head of the line each boy leaves his position in the ranks. He is allowed three minutes by the watch in which to gather shamrocks. In this he is greatly hampered by the fact that the girl whose position is opposite his in the line leaves the ranks at the same time he does and for the purpose of catching him by "tagging" as he culls the little emblems. Any boy tagged loses all his shamrocks. After all the boys have "gathered," the girls can become pickers while the boys pursue, unless it is thought that this change will result in the demolition of the building.

For another funny handicap bind up all right hands in slings. Have a large basket into which the girls drop all the shamrocks they succeed in gathering, and another in which the boys do likewise. All of the picking must be done with the left hand only.

NOW ABOUT EATS

Of course, you will want the refreshments to be appropriate to the date, and there are ways of accomplishing this without going to undue trouble and expense. If you want a simple menu, serve:

Dublin Snow Balls
"Grane Tay"

Erin Cakes
Irish Sugar

The snowballs are circular molds of pistache ice cream. Usually the inside is vanilla or almond cream

648 The Mary Dawson Game Book

and the outside green. Erin cakes are sponge cakes iced with pistache. The sugar is green tinted rock-candy which is very nice with the "tay," and should be served on the saucer. For a more elaborate supper try this:

 "Crame of Grane Pays"

 (Green Pea Soup)

 Shamrock Drops

 (Soup Biscuit wrapped in squares of green tissue-paper)

 Potatoes and Fishes

 (Escaloped Fish in Crimpy Shells)

 Shoestring Potatoes or Stuffed Baked Potatoes

 Erin Salad

 Shillalahs

 (Lettuce and other greens dressed with Golden Mayonnaise)

 Hibernian Jelly

 Pat's Delight

 Emerald Isle Bonbons

FOR A PARTY FULL OF FANCY GIVE A "SPRING OPENING"

The fun of this pretty, fanciful entertainment begins with the opening of the invitations. These are written on yellow tissue-paper and are enclosed in eggshells which have been carefully broken and then glued into place again. Those who wish to do so could send them via uncle Sam's mail, packed carefully in the tiny hatboxes which come for place cards at ten cents each. On the other hand, ordinary jewelers' boxes will serve the purpose just as well. On the box write "Spring Opening. Please open at once," and

on the egg-shell "Important Despatch to Be Opened Immediately" or anything of the kind which conveys the same idea. A simpler method which some hostess may prefer is to write the message about the party on egg-shells which have simply been blown, as this saves preparing the notes, etc., but it is very cunning, if you have time for it, to make the opening as complicated as possible to emphasize the idea. Jewelers' yellow cotton is pretty for packing egg-shells in the boxes.

HOW TO DECORATE

For the decorations, convert the parlor into a picnic scene with features suggesting early Spring. Get real blossoming boughs if possible, with buds just opened or about to open, and bank the walls and fireplaces, etc., with these. Make tissue-paper substitutes if the real blooms are not out in time, or secure them from the favor shops or the Japanese store. In the forks of the boughs tie wee ducklings and Easter chicks made of raw cotton or of plaster or wax, and under the thickets thus formed have nests containing Easter eggs.

In baskets trimmed to represent Easter nests pass around egg-shells that have been broken and refilled with tiny favors. Afterward the shells are either gilded and silvered or they are closed again with strips of gilt or silver paper. The gilt ones are placed in one basket, the silver ones in another, and after the girls have drawn the gilt and the men the silver, there is a

650 The Mary Dawson Game Book

general "opening." The pair whose emblems or tiny favors match are partners. Among the many things which can be selected of a size to pack into egg-shells are wee flags, tiny whistles, paper flowers, raw cotton chicks or birdies, peanut owls, and candy eggs.

The crepe paper headwear which form the favors in one dance could be brought upon the scene in a huge hatbox elaborately sealed and decorated with Spring blossoms, chicks, etc.

ANOTHER OPENING

Where it is not desired to arrange the affair as a dance, another plan equally appropriate can be found. First of all, have an egg search for egg-shells which have been hidden all around the room. These eggs can be gilded and silvered as described for the dance and can be used as a plan to find partners by matching the contents; or each can contain a question about eggs, which questions go to make up a series forming an interesting contest. Whatever the contents of the eggs to be opened, it is pretty to have them arranged in nests made of baskets filled with straw.

In the case of the contest each on opening his egg-shell might find not only a question about eggs written on a numbered slip of tissue-paper, but also a funny emblem which will give him, when matched up around the room, a partner to assist in working out the egg puzzle. Give all cards and pencils decorated with designs of

chicks issuing from egg-shells (that is, give each couple such a card with pencil attached between them) and pass the question slips from hand to hand. The pair who work out most answers correctly could win as prizes cardboard eggs filled with candy.

Another prize suggestion is a potted tulip plant with buds ready to open, or a large (exaggerated size) crepe paper lily or tulip bud might be presented, which, when opened, is found to contain a stickpin or a little bottle of perfume.

AN OPENING CONTEST

If you like literary contests, let each guest open some book and write down the word which begins the upper right-hand page in a tiny blank book provided for the purpose. Beginning with this word he or she must then write a verse, a story, anecdote, or other composition relating to Spring. The entertainer may say what class the compositions must come under, or this may be left to the competitor himself, all classes being available. Reading aloud the different compositions will make a very pleasant pastime for an hour or so, after which a vote can be taken up and one or two prizes awarded for the cleverest work.

A TULIP LUNCHEON

Another way to arrange the Spring Opening idea would be to make it a Tulip Party. Send the invita-

652 The Mary Dawson Game Book


tions written on tissue-paper enclosed in paper tulips. Attached to the stem of each bud (for the budding tulips should be imitated) is a card reading: "Our Spring Opening Announcement. Please Open at Once."

For the table centerpiece have a large favor holder in the form of a pink tulip filled with gifts for all. This could be suspended from the chandelier above a bed of moss, in which natural tulips flaunt their springtime hues.

LARKS FOR APRIL FIRST

The way to make your 1st of April party a great success is not to have it specially elaborate or expensive, but crammed full of surprises and jolly quips and sells.

It would be funny to invite the convives for something quite different than the actual program. For instance, invite everybody "to meet Cousin Jack" or "Aunt Miranda" from Hartford, Conn., a relative not in existence. Let this fact be discovered upon the arrival of the guests or during the early part of the evening, at least when it is borne in upon all by the fact that the honoree does not put in an appearance, and that his or her name is never mentioned by the hostess; queries as to the probable cause of absence only evoking evasive laughter on her part.



TO FOOL COMPLETELY

Or fool them even more profoundly in this way. Invite everybody to an evening in Mexico, or to some other definite entertainment, but have nothing relating to Mexico or to whatever plan you have named during the entire evening.

Instead of this, let your guests find the room decorated in unmistakable reference to the date of April 1st. Big foolscaps made of tissue-paper in two or more colors hung from strings of popcorn make attractive festoons to cross the room overhead. At the door have a dummy figure with hand outstretched in greeting, which the new arrival will see first, the hostess contriving to keep herself a little in the background. The latter, by the way, may be costumed as Dame Folly or as "April First," with Pierrette dress, folly cap, and the date in large letters upon her skirt.

Tack up numerous "Wet Paint" signs on the old painted surfaces in the rooms. Or, if you are a stickler for the truth, mark these simply "Paint." Paint it will unquestionably be, though dry long ago, but this last fact will not make the placards less startling to those who have not yet discovered the joke and who are attired in "Sunday-go-to-meetin'" frocks and suits.

THE MEGAPHONE MAN

On a box beside the door through which guests enter the parlor let some one with a paper mailing tube imitate a megaphone to announce the arrival of each guest in stentorian tones, bestowing on the new arrival a title as funny and surprising as possible. It would be diverting if each guest assume the character bestowed on him or her by the megaphone man until the clock strikes 12. Thus Mrs. Malaprop makes "breaks" in her English, Hamlet must be moody and occasionally lapse into soliloquy, and so on. When this plan is adhered to either make out a list of characters to be applied, well in advance, or have for the announcer a boy or girl of ready wit to improvise names on the inspiration of the moment.

Of course, when guests are to come in costume this one can play a comic part to advantage by announcing the character named by the guest.

Where there is no attempt at costume the hostess in greeting might hand to each guest a tissue-paper foolscap, and on the inside of which, unknown to the recipient, is pasted the name of a ridiculous stunt which the wearer will be required to perform for the amusement of the company. For instance, a boy may have to dress a doll with crepe paper, while his partner winds and spins a top; again, a boy may be required to show the company in pantomime how a

girl puts up her hair in front of a mirror. Let one of the boys imitate a public lecturer in pantomime, or a band master, and some girl show in dumb show how to make a jelly roll or an apple pie. A boy may ride a cane in imitation of a bucking broncho ridden by a Buffalo Bill, and a girl "sing like Tetrizzini."

NONSENSE GAMES

Such stunts will surely set the fun going and serve to fill in the first portion of the program. Then some jolly nonsense games may be arranged. For instance, have you ever had a picture sale with the guests or players as the "pictures"? This is very lively and funny—all it needs to start it is some one a little clever to act as auctioneer and describe the different pictures. Of course, in describing each canvas the auctioneer will be careful to have it as unlike the subject as possible. Each guest figures as a picture, and is placed by the auctioneer on the auction-block (a grocery box) and then described by him in ludicrous style. For instance, in describing a very tall young man the auctioneer can say: "Ladies and Gentlemen, I will now exhibit an exquisite picture of a baby boy building houses with his childish blocks. Note the long golden curls, the baby blue eyes so full of infant questioning. What parents can resist so lifelike and tender a canvas? It goes straight to the parental

656 The Mary Dawson Game Book

heart." When some one has claimed the picture the subject steps down from the block and another is put up for bidding. If the latter should happen to be a charming young woman the auctioneer may introduce her as: "This strange amphibian from the Gulf of Guinea," describing the queer habits, the strange "eats" and general amazingness of the creature which he declares should attract any one interested in a zoological garden.

Of course, the idea is to make the different picture subjects so far forget the gravity demanded by their position as to laugh or smile; if they can be trapped into doing this they must pay forfeits.

Another funny stunt which once stirred up a lot of fun at a nonsense party was a wooden goose race. Two of the funny art nouveau geese which move on wheels, wagging their heads and clapping their bills, were secured from a toy store, and two players at a time pushed these over a prearranged course with canes. The players who won in the first races matched each other in second contests, and the two who finally won received the toy geese as prizes.

Many elderly and middle-aged folk are as fond as the young people of entertaining on the jolly date of April First, but the plan of the festivity should be different for those who do not enjoy scampering about. For an afternoon affair there may be a question game arranged in novel fashion. Give to each woman as she

comes in a paper folly cap in gay colors, on each of which is written a question relating to folly, as, for instance:

"Who said of whom that he never said a foolish thing and never did a wise one?"

Have each question numbered, and when all the guests are on the scene see who can write correctly most answers to the April foolish queries. Award a nonsense book of some sort as a prize.

A card party may be arranged, too, with very attractive details to suit the April First idea. Whatever the game, whist, five hundred, or any other favorite, the tables may be decorated appropriately for the day. Above each one suspend a foolscap in a certain color and give each lady as she comes in a folly stick in the same color as the decorations of one of the tables. By matching the folly stick, or jester's baton, with the color of some table, the places to begin the game are found. Score is kept by tiny gilt bells which are attached to the ribbons of the baton as they are won by the player.

The prizes which are distributed to all of the winning colors after the progression (for all play to win points for the color drawn, not for themselves) can be taken from the suspended foolscaps, from which ribbons hang to be used in breaking them apart when the game is at an end.

INSTEAD OF CARDS

Instead of a conventional card game, which many do not care for nor approve of, a foolish progression may be arranged to be played like whist or euchre progressively.

Thus, at the first table there may be cunning little foolscaps cut from cardboard and then cut in pieces and mixed up, which the contestants endeavor to piece together.

At the next table a foolish picture to be copied in pencil may make the fun, or foolish pictures can be cut up and pieced together. At another table have quotations about folly to be completed, or names of famous jesters with letters transposed to be disentangled. Forming other words out of the term April Fool will be appropriate for one table. Again, the players can be given gay colored tissue-paper, and the contests can be to see who can in fifteen minutes fashion the most attractive fool's cap.

Good prizes for such a progression would be goblins and other grotesques from the candy counter, books of nonsense verse, papier mache fruit filled with whistles and other childish toys, or, if you wish to carry out the idea of the day to its full extent, then have jumping-jacks, toy trains, and wooden geese or donkeys, to be presented with due gravity to grown-up prize winners.

THE SUPPER TABLE

If supper follows the card game it can be served at the small tables from which the game is removed, but many will prefer to have guests sit down to a specially decorated table in the dining-room. A cunning way to find places at the larger festive board is to give each guest the name of some celebrated fool—for instance, Touchstone. On a card at the place the guest is to occupy have written the story, play, or other historical situation in which the fool on the slip figures. Matching up the famous jesters will occupy a few minutes and among bright people will be found very amusing.

A few jokes and sells add to the fun of such a repast. Many of these may now be obtained in the favor stores. The very realistic looking buns and cakes which open to disclose candy boxes make a good addition to the menu. Pass them on a plate like ordinary edibles.

Or dip some rings of raw cotton in batter and fry them into crullers, and serve these with the dessert. Every one will have discovered that "all is not cruller which looks cruller" ere any harm is done.

Comic toasts delivered with all solemnity, to which guests rise to respond in appropriate phrase, are good for such a feast.

For the menu the masquerade idea in the bill of fare can be carried out. For instance, a creamed dish, as chicken or crabmeat, can be brought to table in the

hollowed-out skins of specially big potatoes. In apples, when the top is lifted away, are portions of dainty fruit salad. Cakes can be hollowed out and filled with custard or flavored whipped cream. Bouillon can be served in coffee cups or egg cups of the larger old-fashioned shape, and strawberries in the center of a specially large hollowed out sponge cake. Favors can be covered with pie crust and served as a deep apple pie.

GOOD FOOLING FOR FOOLS' DAY

To plan a party on a different order have invitations shaped like little fool's caps cut out of paper and write the date, address, and the nature of the party on these. Or use the ordinary blank correspondence cards, paste on each a laughing face clipped from a magazine, draw a fool's cap upon the head, using either ink or water-color, and below it write the words APRIL FIRST. Write the invitation itself on the back. Another and a simpler plan is to use sheets of old-fashioned foolscap instead of correspondence paper.

When the guests arrive, direct them, one by one, to the throne of the April Fool. There he sits in state, clothed in his historic cap and bells. If the costume must be designed, executed, and worn all in the twinkling of an eye—then drape two shawls about his shoulders, adorn his head with an improvised fool's



cap of different-colored papers, and place a short stick in his hand. His throne is a deep armchair. His courtiers—all toggled out in costumes of their own concoction—surround him.

As each guest approaches this undignified monarch of the day, he makes a deep obeisance, out of respect, of course—and, of course, it is all done as disrespectfully as possible—anything to make the occasion more ridiculous. This jester-king is supplied with a stock of riddles, old and new, funny and exasperating. When an arrival is presented at court, three riddles are put to him very gravely by the king. If he can answer them he is free to join other guests and watch other “presentations,” but if he is unsuccessful the sovereign says sternly, “Let him ride the goat.” Accordingly, he is led away.

“Riding the goat” may be any stunt imposed as a penalty. Young people of school age are led to a tall rocking horse which they are required to mount and rock. The boys could be sentenced to ride around the room on hobby horses with jingling bells.

THE DUMMY JESTER

For this game, which is a variation of the ever-popular Donkey Party, a dummy jester is constructed. Stuff him with pillows, make him as ridiculous as you possibly can, and place on the top of his head a paper fool’s cap. Then blindfold each of the guests in turn

662 The Mary Dawson Game Book

and ask them to replace the dummy's cap with one that you give to them. To do this the blind man must, of course, reach the dummy on the opposite side of the room.

Progressive games, as you know from experience, are ever most amusing for a small or a large company of people. Use Jackstraws and Parcheesi for two of the games. The two players who win in each round are progressed, while the two who fail are crowned with fools' caps.

"APRIL SHOWERS"

One kind of April nonsense party that can be enjoyed any day during the month is a "Reception to Jupiter Pluvius." Have the invitations written on paper shapes cut to suggest umbrellas, and the hostess and entertainment committee could receive in mackintoshes and overshoes. If the weather be clear and bright do not omit to ask each arriving guest if it is still raining heavily. Have some one play a hose occasionally on a closed window to suggest the pattering drops of a sudden shower.

Arrange a program suggesting Jupiter Pluvius. For instance, pass around cards and pencils and see who can in three minutes write down the most words suggesting rain or damp, etc.

Then pass to each a slip on which you have written a term relating to wet weather and have each in turn

rise and pantomime his word, which the others endeavor to guess.

For this Shower Party use as centerpiece on the table a child's tiny umbrella, the handle tied with a big bow of ribbon and the hollow turned and filled with joke packages if early in the month; if later the packages should contain funny gifts.

For the corner-stone of your decorations for an April Fool Party get from the shop a jester figure in crepe paper filled with gifts or jokes. Or make at home a big fool's cap in several colors to hold the same things. From this center decoration ribbons in motley colors should hang out, and with these the bag is finally destroyed. Tie the chairs to the table legs underneath and have other funny pranks in honor of the day.

APRIL FOOL SUPPER

This for an April Fool Supper! Write it on menu cards which are decorated with the date in gold paint. The lines below each viand represent its true nature and are, of course, omitted in preparing the menu for the party.

MENU

Ham Sandwiches
(Bread and Butter without any Ham)
Hot Coffee—Whipped Cream
(Tea, Cocoa or Milk)

664 The Mary Dawson Game Book

Bananas

(Banana Skins filled with a Dainty Salad)

Fool's Caps

(Cones of Ice Cream made with three colors)

Novelty Cakes

(Oblongs of Soft Toast Iced with Cake-icing in White, Chocolate, and Strawberry)

Sugar Plums

(Salted Peanuts)

MORE LAUGHS FOR APRIL FIRST

Here is yet another plan—one which will give the most confirmed “sobersides” of your crowd a laughing pain—which will not cost much in time or money.

THE FIRST SELL

To begin with, it might be a good plan to throw your prospective guests a little off the scent by inviting them for “Next Wednesday evening” or “Next Wednesday week,” without suggesting that this date happens to be April First.

Next I would suggest inviting everybody to “A Dutch Party” or “A Dutch Social,” the only Dutch features about the affair when it comes off to be the surprise the guests receive, and a wonderful cake which I will describe later.



THE SURPRISE

Having invited every one to a Dutch party, proceed to trim your rooms with true Yankee Doodle tricolor and with American flags. The more conspicuous these trimmings the better. For a moment or two after they are ushered into your parlor, guests will think they have got into the wrong house. The hostess can continue the illusion if she wishes by exclamations of surprise phrased to suggest that she has forgotten, without absolutely saying that this is the case. Afterward, as one by one "catches on," the big laugh will come.

JUG STUNTS

If the company consists of young folks who are ripe for lively games, try to have on the scene an old-fashioned molasses jug, the kind with top forming a spout. Turn this jug up on the spout end, and give each member of the party a certain stunt to perform while seated on the base thereof. Of course, while occupied with the stunt, it is also necessary to carefully balance one's self, and this is what makes the feature the hilarious one. Have one person blow a certain number of soap bubbles through a hoop held up for him, while another strings a certain number of colored beads. The taskmaster may indicate the length of thread which he or she will be required to cover while seated on the jug. Another might be given a mirror and told

666 The Mary Dawson Game Book

to draw a picture of himself while some one else recites
"Twinkle, Twinkle, Little Star."

MILLINERY

Just before going in to table mine hostess might call upon her guests to view and admire "her new Easter bonnet." The girls particularly will be eager to see the millinery, and even the young men will not be wholly disinterested. One of the pretty flower-covered hat-boxes is produced (or an ordinary one can be covered with wall-paper for the purpose) and is opened in full view of all. Wrapper after wrapper is removed—as the longer curiosity remains unsatisfied the stronger it will grow—until a package of dunce caps is finally untied. The bundle must contain one for each of the company. Have each cap in tissue-paper of a different shade or color and trim each distinctively. Thus, one would have a paper flower, one silver or gold stripes down the seams, one silver bells, and one big pierrot dots of black. Each dons his cap ere passing into the dining-room. Another plan would be to have the trimming on one of the men's caps match that on some girl's headgear, thus indicating supper partners.

THE CAKE FAKE

If guests have forgotten that they are invited to a Dutch Party they may be given mirthful cause to remember it at the supper table. One of the features

of dessert should there take the form of a large and beautifully iced cake, which is furthermore decorated with a wreath of colored candles. The cake, when a knife is applied to it, cuts, truly enough, but with difficulty, and small wonder! for it is nothing more or less than a large loaf of rye bread deceptively decorated.

APRIL FOOL JOKES

A girl who excels in the parlor pastime of cutting silhouettes, as many with artistic faculties do, can introduce this comic stunt in connection with her April First party. Each player is seated "to have his silhouette taken," but to the resultant portrait the joker adds a nose of enormous proportions, even suggesting the proboscis of uncanny length in Grimm's Fairy Tales.

FIND THE CONUNDRUM

Again, much amusement can be had with an old riddle book. Selecting the time-honored queries which every one is likely to know, the hostess tells the answers and asks for the conundrum. A prize can be awarded gravely "for the greatest number of correct conundrums."

A GOOD SELL FOR THE YOUNGSTERS

Here's a jolly sell to try upon the younger set. Arrange as if for a really truly game of Spin the Platter,

668 The Mary Dawson Game Book

whispering to each an animal name, but having the same name for each and all. Then as you spin the platter call out that name and see them all rush for it, and their consequent astonishment. Thus, instead of having one elephant, have all the players named "elephant," and call out the name of that animal.

TO CELEBRATE MOTHER'S DAY

In sixteen States the second Sunday of May is dedicated as Mother's Day to the hand that rules the world through the rocking of the cradle. Although the date is changed, the idea is no new one, for at least as far back as the seventeenth century and probably before it was the custom with our British forebears on a certain day "to go a mothering," that is, for each son or daughter no longer living under the parental roof tree to visit his or her mother, taking home some little gifts or remembrances.

"Mothering Sunday" was in those early days the one which marked the first half of Lent accomplished—Midlent Sunday it was also called—and several curious customs attached thereto, for instance, the invariable dish of Frumenty. "Frumenty," which is derived from the Latin *frumentum* (wheat), was made of the whole kernels of that grain, first boiled plump and soft and then put in milk and again boiled; afterward being sweetened and spiced.

This highly favorite dish was apparently offered to the assembling members of the household, who in their turn brought little trinkets or presents of money or a mothering cake. These mothering cakes were often much decorated, elaborate affairs.

SIMNELLS

In Robert Herrick's "Hesperides," published in 1648, there is an allusion to the same custom which introduces another edible feature of the same occasion:

"I'll to thee a Simnell bring
'Gainst thou go'st a Mothering,"

he sings to Dianeme, the "Simnell" in question being a very rich, sweet cake stuffed with fruits and ornamented with scallops, which cakes were much in use also as an Easter offering.

OLD ENGLISH STYLE

These antiquarian delvings regarding the older feast the spirit of which is preserved in our modern Mother's Day may interest the hostess who likes to have her entertainment a little out of the usual run. With seventeenth century costumes, Frumenty and Simnells gaudily decorated, invitations printed in Old English type, the function would be made a most interesting one.

670 The Mary Dawson Game Book

For a more conventional affair An Olde Tyme Tea given by a daughter in honor of her mother is an excellent idea, especially when it is desired to confine the invitation to women.

Invitations are written in rhyme, for which the following is just a suggestion:

Please come, bringing needles and fancy work,
Without regard to the weather,
Our work, as of old, we will not shirk,
But we'll have a good time together.

In the lower left-hand corner of the invitation card sketch a tiny tea-kettle with steam rising therefrom, while in the opposite corner appear the date, day, and hour.

If possible, send an automobile or carriage to collect the guests, in any case for those who live close at hand and who would otherwise walk or use the street car. The up-to-date automobile is, of course, to be preferred to the carriage in one way because of the novelty it may represent to some of the older guests.

For the decorations of the house and porch use old-fashioned flowers—bachelor buttons, petunias, verbenas, musk, phlox, rosemary, tea roses, and any other old-time favorites which are in season in the garden or which can be secured through the neighborhood florist.



REMINISCENCES

Much of the pleasure of the gathering will lie in the reminiscences of happy times in the past which the occasion will bring up. While the needles busily ply, youthful days can be laughed over and jolly times in the past recalled to heart's content.

After the sewing, which will last until about 5 or 5.30, tea is announced, and the guests are conducted into the dining-room, which is likewise decorated with the blossoms of our grandmothers' gardens.

Let each guest find her place by means of a teapot shape (cut double so as to stand up) representing a teapot on which is written, "Polly put the kettle on, we'll all take tea."

For the refreshment serve creamed chicken or some nice scalloped dish with tea biscuit, olives, and sweet pickles. Follow this with a dessert of strawberry ice cream, with strawberries, sponge cake, home-made caramels, and tea.

Let the young girls of the neighborhood wait upon the older guests. They may, if there is time for it, wear the costume of antebellum days, with hoop-skirt and fichus. The entertainment comes to a close with music, all joining in singing old-time ballads. Or the young girls could sing for the guests and recite "old favorite" poems.

A RAG PARTY

Another appropriate idea would be a rag-cutting party, in the style of former days.

The hostess, of course, provides the rags, while guests are asked to come provided with scissors, thimbles, and aprons. The wives are invited to spend the afternoon and are notified that all husbands are welcome for the supper to follow, say at seven of the clock.

Give the room in which the party is held as old a look as possible by hanging there temporarily any quaint pictures, mirrors, and other antiques which can be found about the house. If the weather is not too warm an old-fashioned kitchen makes an ideal setting and one which needs only bunches of herbs and ropes of onions to make it charming. To screen the range and sink or tubs from eyesight drape a screen or clothes-horse with cotton goods in pattern of grandmother's day or with some household treasure in the way of a patchwork quilt.

As each worker arrives give her a special basket (to hold her strips) made of raffia or of pasteboard covered with gay patterned chintz. Or a cheap splint basket may be gaily trimmed for the purpose.

THE PRIZE

Prizes are awarded for the longest cutting and for the best work in a general way, these awards taking the form of charming work-bags or pincushions.



When the work with its pleasant "claque" is over, the entertainer invites the ladies to assist her in getting ready a supper for the men folks, soon to be expected.

Of course, this meal will be in keeping with the occasion. There must be bayberry candles in Colonial shaped sticks of glass or brass or pewter, and the same scattered around the room could supply all the light as of old. Use old-fashioned flowers, as, for instance, a bowl of nasturtiums, and make for each guest a bouquet or boutonniere of sweet-smelling herbs.

For "eats" have corn-meal "hasty pudding" with maple syrup, cold chicken, hot biscuit, currant jelly, Boston brown bread, cottage cheese, apple dumplings, and other country good things.

After supper have a progression of old-fashioned games—dominoes, draughts, authors, besique, etc.

As prizes in the progression give copies of Dickens' or Scott's works, or, if preferred, novels less known now of the same period. Each rag cutter will also retain the pretty basket in which she kept her cuttings as a souvenir of the occasion.

GAMES FOR MOTHER'S DAY

Secure the photographs, either as children or young girls, of all the mothers to be entertained. Display them on cards which you have numbered, attaching them to the cards with metal clips only, if you wish to

674 The Mary Dawson Game Book

avoid pasting. Distribute pencils and papers and let the company guess "Who's who?" writing down the answers as they suppose them to be identified with the numbers.

Write out a list of the maiden names of mothers present and see who can guess which is which.

Write out twelve quotations concerning motherhood selected from any good book of quotations. See who can guess the authors' names, or omit the last word of each quotation and have the guests add these to the best of their ability.

Read aloud or recite the old favorite poem called "My Mother," and see who can make the best drawing to illustrate it.

NEW PLANS FOR A GLORIOUS FOURTH

Instead of using for your Independence Day party this year the flag shapes which have become so familiar, it would be cunning and a change to cut little drum shapes out of heavy art paper, shading them in with penwork or water color. Have the invitation in appropriate form. For instance, something like this would excite special interest:

Patriots: Drums beat and Congress assembles on Independence Day at Hillview House at three o'clock of ye afternoon. You are heartily bidden to attend the Congress.

THE TRICOLOR GAME

Having chosen partners, give each couple a little tablet consisting of three cards held together by ribbon and having a pencil attached. One card of each tablet is red, one white, and the third blue. On each card allusions to the color it represents are to be written, the couple assisting each other in thinking up such allusions, and souvenirs being in store for each of the two whose tag shows most such words. A certain time should be allotted for thinking up the terms, say twenty-five minutes, a tin trumpet announcing the opening and closing of the lists. It would be amusing to have a boy in Continental costume announce and close all contests with a blast from a trumpet. Examples of the allusions, which may include quotations, book titles, etc., follow to illustrate the idea:

Red—Red Badge of Courage. Red as a beet. Redwood. Red Cross. Red bird. Redcap.

White—The White Ship. The White House. The Woman in White. Snow White. Bob White. White-wash. Whitechapel.

Blue—The Blues. Blue Monday. Blue Laws. Blue Stocking. Blue Beard. Blueberry. Bluebell.

676 The Mary Dawson Game Book

UNCLE SAM'S RELATIONS

Another good pencil game is one in which guests are asked to discover and recognize Uncle Sam's relations. Here are examples upon which to plan your puzzle:

1. Sam making Russian tea. Samovar.
2. Sam doing a kindly act. Samaritan.
3. Sam buying dress goods. Sample.

Or you can give each player (or couple) a card with a tiny flag drawn through the top and ask for certain things hidden in the flag. For instance: 1. Seen and heard at the theatre. (Star.) 2. An ignominious punishment. (Stripes.) 3. Three things owned by America to which France also lays claim. (Red, White, and Blue.) 4. A modern poet. (Field.) 5. A despondent mood. (Blue.) 6. A body of officers. (Staff.) 7. Seen on the ocean. (Wave.)

FOR BOYS AND GIRLS

For younger boys and girls nothing could be better than some new and exciting race games grouped together and called Fighting for the Flag. For these you will need about a dozen medium-sized cotton flags of the inexpensive kind, sold everywhere before the Fourth. A first, second, and third prize will add very much to the fun.

One flag at a time is placed upright in the turf and six youngsters contest at once in a race to obtain it.

Six boys may lead off with the first race, and six girls can follow with the second one. Each race is handicapped in some hilarious way, and elders, acting as spectators, will enjoy the feature almost as much as the youthful contestants. Here are some of the comic handicaps which might be arranged, alternating boys and girls.

HOW THEY RACE

I

Boys race with potato sacks drawn up over their knees and tied around the waist or under the arms. All must start up on the same chalk-line, but the course to be covered need not be long.

II

Girls race backward or blindfolded. None must turn face about until her name is called. The course should be short.

III

Boys race in sacks; if the game is played on the soft turf they might race creeping on hands and knees.

IV

Girls race hopping on the right foot.

V

Boys race hopping on the left foot.

VI

Girls race as partners, each couple holding opposite ends of a clothes-pin.

VII

Boys race with feet hobbled with tricolored ribbon, allowing of very short steps.

VIII

Girls race winding balls of twine, which have been slacked out between the flags and the starting-point. The competitors are not permitted to move faster than they can wind.

Where the lack of turf makes any of these sports difficult to arrange, you might substitute races on roller skates, in one of which, for instance, each laddie has a lassie for his partner, and partners hold opposite ends of a clothes-pin.

Of course each boy or girl retains all the flags captured by his or her prowess, and the prizes are awarded for the greatest number of flags captured, second largest number, etc.

YANKEE DOODLE TUNES

A splendid contest in which both old and young can join together is one in which each player has a card with the name of some American air written on it,



pinned on the back of his coat or gown. The tunes should be either patriotic or distinctively American, and each player's aim becomes to guess what air is pinned to his back. This he can only do by listening attentively to what is whistled or hummed as he approaches or passes other players, for all are supposed to furnish such clues to assist fellow-players in establishing their musical identity. The three players first to communicate the correct names of the tunes they wear to the person in charge of the game win souvenirs of the occasion.

PATRIOTIC CONTESTS

Other patriotic contests for which prizes might be awarded are these:

Pass pencil and paper, and call on each to write a four-line poem on the subject of "The Liberty Bell."

Or, let the girl write the verse and her partner draw a picture of Independence Hall, Philadelphia.

Or, call upon each player to cut from paper a silhouette of Independence Hall, a picture of the hall being exhibited to inspire his efforts.

See who can write down the longest list of signers of The Declaration of Independence.

THE PATRIOTIC TABLE

An unusual centerpiece for the patriotic table when eats are served would be one of the copies of Bar-

tholdi's Liberty, sold as souvenirs, banked around with red, white, and blue flowers. The flowers might be arranged in bouquets and boutonnieres for distribution after the festivity. Or, a toy drum filled with flowers or favors would be pretty and perhaps easier to obtain. Little "Liberties" in hard chocolate would be attractive favors to place at each cover, or they might be given as prizes, each statue holding a tiny flag. Those who have recourse to a florist can order a Liberty Bell of red, white, and blue posies to hang above the table center, but a cake with cherries for gunsights, shaped and molded to suggest a fort and decorated with flags, can be made at home and will make a charming centerpiece.

UNCLE SAM'S BIRTHDAY PARTY

Issue your invitations in this form, and write them upon silhouettes of Uncle Sam cut from cardboard or white paper:

Dear Miss Woods—I hope you can make one of a crowd of young people who are going to assemble on the lawn and porch of St. John's Rectory on Independence Day to celebrate my birthday. Come about three in the afternoon and try to remain with us for tea. Looking forward to seeing you on that date, I am,

Sincerely yours,

UNCLE SAM.

The lower floor of the house can be thrown open to guests, as well as the porch and lawn, if this is convenient, or the jollification can be confined to outdoors. As each young man arrives he is given a little flag, while each girl is presented with a liberty cap made of tissue-paper. On examining these emblems it is found that the flags held by the men have quotations relating to patriotism written on the reverse side, while on each girl's cap is pasted a single word clipped from a newspaper. Each quotation is short one word, and these missing words are the nouns or adjectives which are pasted on the girls' liberty caps.

In order to find his partner, each man must search for the girl whose head-dress shows the word lacking in his quotation. When found the girl dons her cap, while her partner pins his little emblem in his button-hole and they play as partners for the first game of the afternoon, afterward sitting beside each other at supper.

Lead off the fun with a search game, which will take the young folks wandering all over the lawn and shrubbery as the heat of the day dies down. Have a large agate pan or pail of lemonade with plenty of ice in it arranged under a tree, the receptacle itself being covered with green vines and decorated with flags.

For the search game hide Fourth of July postcards with patriotic scenes or quotations written on them; or, if you cannot get anything specially for the date,

simply hide clothes-pins wrapped in red, white, and blue tissue-paper or tied with tricolor bebe ribbon. Let each pin count one point, and award a prize to the two prizes which go to the couple finding most.

Another amusing game which might be substituted for the search if desired is one in which pictures of American celebrities clipped from magazines and newspapers are mounted on photograph cards and hung around the porch, tacked up on tree trunks, and wherever else a place can be found. Have both male and female celebrities, but remove all names from the pictures when mounting them and substitute numbers. Have a general change of partners for the second game, and give each couple a card and pencil with numbers corresponding to those on the pictures on the card. Half an hour will pass very blithely identifying the celebrities, for the portrait with the proper number must be found first of all and the subject of it afterward guessed.

For a game to play under the trees, give each girl a paper and pencil and tell her to make a picture of some scene in American history. All must draw whether they have artistic knowledge or not, as funny drawings only add to the success of the game. When each maiden has thought out her subject and drawn it her partner must say what it is, writing the name under it without suggestion from her. When all the drawings have been named someone is appointed to judge



them and to say which is best, considering the name bestowed upon it. A prize, or rather two trifling prizes should be awarded, going to the couple whose drawing takes the highest honors. Now pass all the drawings from hand to hand that all may enjoy them, and let the girls tell what historical scenes they had originally in mind. It will be hilarious to discover, as one is sure to do, that the Surrender of Cornwallis has been mistaken for The Boston Tea Party, and Washington Crossing the Delaware for The Coming of the Mayflower.

Frequently someone can be found whose height and other physical traits makes him suitable for an impersonator of Uncle Sam. When this can be done it is delightful to have the national uncle appear at this point, shaking hands with each guest, cutting jokes, and finally leading a chorus of good American songs, not necessarily patriotic but unmistakably American.

Later on comes supper, served under the trees at little tables. Have each small table decorated with a bowl or vase of flowers in red, white, and blue, and have red and white bonbons in a blue dish to carry the scheme still further. Flags or cocked hats could be used for place cards, but it would be newer and very attractive to have them of heavy paper rolled up to simulate parchment and marked Declaration of Independence. When opened each roll would reveal the name of some guest.

684 The Mary Dawson Game Book

For supper serve first berries with sugar, fruit salpicon decorated with berries, or tomato bouillon hot or jellied according to the weather. For the second course have fillets of some nice fish. Fresh salmon with white sauce served on blue plates would be one good, choice, patriotic in color scheme, as well as delicious. Thirdly, roast chicken or fried chicken with potatoes in some nice form, and for the salad course cups of tomato jelly arranged on lettuce leaves, filled with cubes of cucumber and dressed with white mayonnaise. With this serve crackers and cream cheese, or cheese and walnut balls made of walnut nut meats ground fine with cream cheese.

For dessert serve grape ice cream, raspberry water-ice, or frozen cherries, and pass with it star-shaped cakes iced in white and pink.

A PROGRESSIVE FLAG PARTY

A picturesque and interesting contest in which players of any age, with the exception of young children, can take part, and which is especially appropriate for a patriotic occasion of any kind, is Progressive Flag.

The rooms are first of all hung with tricolor bunting or the tissue-paper substituted. Bowls or vases of flowers embodying the color combinations of Old Glory can help to convert the every-day aspect of the room into one of patriotic festivity.

For a company of ordinary size six or seven tables seating four each will suffice. At each table a different contest is arranged. Owing to the nature of the contest the progression is conducted somewhat differently than in the ordinary card games.

After completing a round, when the signal for a progression is given, all players progress at once to another table. However, only such guests as have been fortunate enough to win stars receive these little emblems of triumph on their tallies.

By the number of, or the absence of, stars on one's tally the game is won or lost. The player's position at the conclusion of the series in no way counts toward the prize.

Novel and effective tallies, by the way, are flags (about 5 by 7 inches in size) cut from cardboard.

The stripes and the blue field are painted in advance, but the white stars which the hostess alone can bestow are necessary to complete the effect.

Through each flag is drawn a small piece of ribbon with a safety-pin, with which the tally is attached to coat or gown.

Tables having much worn or scratched surfaces can be rendered presentable for the evening by covering them with frilly mats of red, white, and blue crepe paper.

The game called Flags, which can be obtained in any toy department, is a good one for the first table. The

686 The Mary Dawson Game Book

round is of ten minutes' duration, and the two persons having highest scores when the bell rings receive stars.

At the second table let the players find awaiting them four neatly written (or typewritten) cards, each having ten questions concerning the Flag.

All questions are, of course, the same. Tablets and pencils are at hand for answering the questions.

An answer card enclosed in an envelope and marked Answers lies in the center of the table to be opened only after the signal bell is heard.

A line on the envelope politely requests each group of players to return the card to the envelope before leaving the table.

Owing to the novel progression before described no player repeats the game after reading the answers. A set of original questions is easily worked up from any complete story of the Flag.

As an example of how interesting they can be made I append a few here:

How many stars now figure in the flag of our country,
Of what color is the top stripe on our flag? Of what
the lowest stripe?

What do the stars in the flag represent? The
stripes?

Who wrote the celebrated song, "The Star-Spangled
Banner?"

Who was "Betsy" Ross?



To give variety the game at the third table will nevertheless be less intellectual, but equally exciting, For it the hostess should design on cardboard two large flags. Use a soft lead pencil for the outline, to be afterward erased, and fill in stripes and blue background with water color, leaving little white spaces to suggest the stars.

When completed, cut out each flag and cut it into a couple of dozen small pieces, having the intersections as irregular as possible so as to form squares, triangles, bars, wedges, and other shapes. These flag pieces are jumbled thoroughly together and piled up in the center of the third table.

Persons sitting down beside each other become partners for the game, which consists in seeing who can in the shortest time patch together one of the flags. The pieces are not divided up.

Each player removes one at a time from the pile, retaining it if it fits; if not, returning it at once. Those players whose flag is complete, or most nearly so, at the end of the round, are winners of the stars.

A quart of peanuts is the best and cheapest foundation for the fourth table fun. Wrap the nuts separately in little squares of red, white, and blue tissue to resemble the toy "torpedoes." Heap up the gaily decorated mass in the center of the table.

In front of each of the four chairs place a small glass tumbler and two steel knitting-needles. The knitting-

needles are to be used in lifting the tricolored fragments into the tumblers.

The two players first to fill their glasses or whose tumblers are fullest when the bell rings win stars. The hostess should measure the nuts into the glasses in advance of the game to make sure that a sufficient quantity is on hand.

Next in order a laughable blindfold game. Players sitting down find no paraphernalia other than tablets and pencils.

They are required to close the eyes and so hampered to draw a picture of a United States flag. Should any doubt exist as to the respective merits of the specimens thus produced, the hostess or some other disinterested person can be called on to act as judge. Stars are awarded, and all move on as before.

The contests described here will be sufficient for a small company. With the addition of two or three more a long progression can be provided for.

Some of the many patriotic games now sold in stores can be substituted for the homemade contests, or added to them to eke out their number and add variety.

Boxes of candy in the form of flags make attractive prizes for the women having best scores. For the men, silk flags or the printed Story of the Flag, or some little trinket for desk or chiffonier with decoration of the tricolor.

Refreshments to follow upon the end of the contest will naturally abound in patriotic colors and the national ensign. For the centerpiece have a silk flag stretched taut over the center of the board, and upon this either a bowl of red, white, and blue flowers, or a cake fashioned to represent a fort and decorated with flags. Have a penny flag with a name written across it at each cover if guests are to sit down.

Sandwiches made of white bread with ham, tongue, currant jelly, or any red filling can be tied with blue ribbon. Have little flags waving, too, from the salad; serve it individually in tricolor boxes.

Tricolor ice cream is effective, but most caterers and confectioners are now prepared to serve it in the form of flags, at slight cost. By using blue china for the side dishes, an attractive color combination can be made with candied cherries, radishes, red and white bonbons.

INDEPENDENCE DAY GAMES

For reasons seasonable as well as patriotic, Independence Day is the holiday par excellence of the country house and the one to which the summer time hostess brings her very best effort.

The weather may be too warm for active sports, but plenty of charming ones of the quieter sort will be inaugurated to make the occasion all it should be,

690 The Mary Dawson Game Book

with cooling temperance beverages aplenty, flowers in abundance, and the Stars and Stripes everywhere proudly in evidence.

A patriotic search makes a pleasant outdoor pastime, and is one which affords the entertainer opportunity to distribute dainty favors of different kinds in the colors of the day.

To arrange it, let each gentleman obtain a partner among the ladies and give each couple a pretty basket, trimmed with red, white, and blue tissue-paper or ribbon in which to collect objects hidden for the search all over the grounds, the porches, and even (if it is desired to extend the range) within doors as well.

Such patriotic trifles as penny flags, cockades, papier mache fire crackers, red, white, and blue flowers (paper) containing gifts, likenesses of Uncle Sam, etc., are the treasures to be hunted for. The number of them required will depend somewhat upon the number who are to play, but in general about six of each, and six sorts makes an abundance for the largest extent of greenery.

DRUM SIGNAL

Let the signal for the search be a lively rub-a-dub-dub on a toy drum. An hour is not too long to be devoted to the game. Prizes, which may take the form of silk flags or copies of the immortal Declaration, are awarded to each of the couples whose basket at



the end of the hunt contains most red, white, and blue treasures. The articles found are, furthermore, distributed as souvenirs at the end of the game.

Somewhere on the grounds, say in the shade of some giant trees, if such a nook is available, arrange two dummy figures—one of Uncle Sam, the other of Columbia, or Liberty Enlightening the World, the latter copied from the Bartholdi statue, the former costumed as the cartoons so often picture him in striped trousers and coat of the national colors. These will help to amuse the guests, especially if nothing is said about them in advance and the company is left to discover them for themselves. Afterward each of the dummies will serve for one or more good contests.

ARCHERY CONTEST

The good Uncle could hold a target which forms the basis of an archery game, or one in dart throwing. Liberty could be very appropriately supplied with a torch by blindfolded players, each who succeeds in presenting her with this symbolic article being eligible to draw for the prize.

An amusing ball game which could be arranged, either for boys and girls or older people, is called ringing the Liberty Bell.

An arch is formed of three cross poles, rising considerably above the heads of the company. The two uprights must be embedded in the earth and the cross

piece firmly nailed on. The arch thus formed is then gaily tricked out with red, white, and blue bunting or flags, and from the top bar is dropped a large bell which has been coated with bronze paint to make it look antique.

The game consists in hitting this bell with balls provided for the purpose, *i. e.*, ringing the Liberty Bell. Each player has three or more throws in a round, one or more rounds being played according to the time at disposal.

THE ADJECTIVE GAME

For a quiet sit-down game ask the company to become partners as before and then distribute cards on which is written the whole or a portion of the "Star-Spangled Banner." Each couple receives but one card between them, and on examination it is found that all the adjectives are missing, their place in the poem being taken by blanks (or if preferred all the verbs also can be left out). Pencils are found attached to the little cards, and the idea is to use them to fill in the blanks with the missing words. Two prizes are awarded for the card winning the highest score, about twenty minutes being set aside for the game. The winning lady might receive a pretty fan tied with red, white, and blue ribbon, while her partner is rewarded with a toy firecracker containing candy, a fortune



written in rhyme, or a scarfpin, according to the resources of the entertainer.

LUNCHEON FOR INDEPENDENCE DAY

	Clams	
Bread Sticks	Radishes	Stuffed Olives
	Jellied Chicken	
Lobster Salad		Wafers
	Strawberries and Cream	
Fruit Punch		Coffee
	Assorted Cake	

GAMES FOR PATRIOTS' DAY

I

Give each person present the name of some patriot, male or female. Someone wearing regalia and having a drum (say the hostess herself, or a child member of the family) blows a horn as a signal for "Assembling of the American Patriots." Each patriot then answers roll-call with the name given him. Or he may answer with a sentiment from the writings or sayings of a patriot.

II

Distribute cards having pencils attached with tricolor ribbon. See who can in fifteen minutes write the best essay on patriotism. Award a prize for the best.

III

Let each player, after paper and pencils have been distributed, think up the name of a patriot, which he will then proceed to "pi" or jumble. When the drum beats each player passes his paper to the next-door neighbor. This player has until the next drum-beat to announce the name. If successful within time limits he is eligible to draw for the prize.

IV

From the penny prints or back numbers of magazines select twenty portraits of patriots. Mount them on photograph cards and number, after removing names. Pass them from hand to hand, or tack them up on the wall after the manner of an art gallery, and let all guess and write down the missing identities. Award a prize for the most complete list.

THE HARVEST FESTIVAL

A lovely plan for a September entertainment is one where the idea of celebrating the Old World feast of the harvest-home with New World setting and appropriate merrymakings is carried out.

Why not celebrate such a festival in your home town? Old and young could come together for rejoicing. In addition to the fun of costuming have harvest games and "eats," a program which is made up of



harvest music, and recitations conveying useful information about the products of different sections of our broad land.

The schoolroom or church basement can be appropriately decorated, with tasseled corn-shocks for the background. If the stage is broad enough to admit of this in connection with the exercises, the corn at this point might be arranged in some fanciful shape. For instance, a large wigwam or a log cabin of the pioneer type. On either side of the tent or dwelling have a heap of fruits and vegetables. Tack corn-stalks upright to form a dado completely around the hall. Above this cover the walls with brilliant boughs of leaves, with bitter-sweet and other vines. Across the ceiling swing garlands of cranberries and popped corn, ropes of onions and red peppers, and rosy apples. Eke out the regular lighting with a supply of pumpkin lanterns, preferably of the natural kind. The guests are asked to come in costume, which may be made very original and becoming without going to undue expense or to any expense at all.

LOVELY COSTUMES ARE POSSIBLE AND INEXPENSIVE

Corn and wheat should be fittingly represented among the masqueraders. "Corn" might wear a khaki dress on the general plan of the Camp-Fire Girls' costume, heavily fringed with corn tassels to give the redskin suggestion. Instead of the Indian

696 The Mary Dawson Game Book

crown of feathers, "Corn" may wear a broad bandeau of reinforced silk or velvet, from which rise nodding sprays of tasseled corn.

"Wheat" should be the girl to whom yellow is especially becoming. Her frock, shoes, and hat are of the shade of ripe wheat, and the hat is trimmed with wheat ears, of which the lady also carries a basketful.

Our American apple would make a delightful dress. Skirt and Russian blouse could be completed with sprays of crab-apples used as a border. The head-dress may be of crêpe paper over cardboard, representing a rosy apple with portion cut away to form a cap, the crown terminating, after the fashion of a fairy cap, in a turned-back stem. Or the masquerader to whom green is more attractive could carry out the same idea, appearing as a pippin.

The vegetables should be well represented. For young boys of the school-going age the onion is a splendid choice, carried out as a funny little gnome. Medieval costume of doublet and hose, with breeches padded out to rotundity at the hips, is the costume for Sir Onion. Your Unabridged, or any illustration of a story in the time of Queen Bess, will furnish the style. The material can be of reddish yellow or of yellow white. A close-fitting cap with panache of green (onion top) completes the effect.

Tiny scarlet peppers sewed as a fringe completely around the skirt of a gown in any color are repeated as

frogs or buttons in the blouse, while the head-dress worn with this peppery costume is a straw hat, the brim bordered with the smallest peppers and a huge pompon ornament of the same.

A gown of cotton crêpe in aubergine shade trimmed with green might be completed with a helmet-shaped cap made of a fine member of the eggplant family, hollowed out, leaves and stem adding to the decoration. Or a cranberry dress could be planned with cranberry buttons and fringe. A cranberry wreath and buckle complete the hat also. A cranberry brooch and earrings add to the effect of this costume.

The men can wear boutonnieres of radishes and other diminutive vegetable specimens cut to simulate flowers.

REAL INFORMATION AS WELL AS FUN

Begin the fun with a cake-walk of the different fruits of the earth, having first paired off the men and girls by drawing, and award a prize or souvenir to each of the pair whose appearance makes the greatest hit.

Follow with a harvest-home program, performed on the stage, a supper, strictly vegetarian, and perhaps a dance with country-dance figures and surprise fruit favors. The following outline for the program can be used, or it may be drawn upon as inspiration for other numbers:

698 The Mary Dawson Game Book

Ten-minute paper: "Quaint Harvest Customs of Other Lands."

Drill: Children costumed as gnomes or brownies go through pretty evolutions with pumpkin lanterns on the ends of boughs.

Music: "Elfin Tanz," by Grieg.

Reading: "To Autumn," by John Keats.

Recitation: "The Fringed Gentian," by Bryant.

"Old English Harvest Song," by Herrick.

"Corn Song," by Whittier.

"Autumn Song," by Stedman.

When the frolic is given by a school, or a woman's club of educational purpose, one or more instructive features in the program are desirable. The information can be conveyed in the form of a masque or allegory. A pretty plan would be one in which Columbia, in the person of one of the young women, calls on her four daughters, North, South, East, and West, to appear in honor of the harvest-home. Each of the lovely daughters appropriately costumed would appear, conveying a gift of grain, fruit, and other products representing the output of the section. These are presented to Columbia in the order of their importance as food products, and into the presentation and acceptance of them is woven a pretty dialogue which conveys valuable statistics.

Or let corn, wheat, fruit, and other United States products debate the question of their own supremacy.

Long tables are the proper choice for a harvest feast. Trestles covered with boards might be used where it is difficult to have the actual furniture on the scene.

A large cornucopia, made of cardboard and colored paper and filled with fruits and suspended above the festive board, would make a charming centerpiece. Some of the fruits should apparently have fallen on the table. Or the cornucopia might be used above, and below a decoration might be arranged in which a doll costumed as Columbia surmounts a glowing mass of harvest grains and fruits. Around the real fruits surprise fruit favors might be grouped.

Let the candlesticks be carrots squared off at the stem and hollowed at the top to hold the taper. Or use conventional ones, with shades of corn-husks. The marpizan candies, imitating vegetables and fruits, would make a capital choice for bonbons.

GAMES FOR THE HARVEST HOME

As many teacups as there are ladies are provided, and their handles are tied with different colored ribbons, then double the number of ears of corn are tied in pairs with ribbons of matching colors.

The ladies select their cups from a table, each taking the color ribbon which appeals most strongly to her fancy. At the same time the gentlemen are selecting bundles of corn.

700 The Mary Dawson Game Book

The man and girl whose ribbons match become partners for the game.

When the bell rings all commence shelling the corn into the teacups, and the couple first to exhibit two bare cobs are prize winners.

Give a box of popcorn candy for each of these scores.

THE LIVE STOCK

Distribute little cards for a new question-and-answer contest. Down the lower left-hand margin of the cards are written the following sentences, in which the players are asked to discover some domestic fowl or animal seen about a farm:

1. A Scotch poet (Hogg).
2. An English essayist (Lamb).
3. Frog in the throat (Hoarse, horse).
4. A tailor's tool (Goose).
5. An Eastern country (Turkey).
6. Pretty hats (Leghorns).
7. A town on the Isle of Wight (Coves).
8. Summer clothing (Ducks).
9. After-theater confections (Rabbits).
10. Portions of human limbs (Calves).

Allow ten minutes for guessing and writing down the answers. At the end of that time the cards are collected and examined. The player answering most questions correctly wins a candy box in fruit shape filled with bonbons as prize.

BLINDFOLD GAME

For a laughable and exciting blindfold game have a good-sized basket, empty and wreathed with ivy, wheat ears, or imitation Autumn leaves, if the real ones are not obtainable in your locality.

Distribute around the room in full view pieces of fruit and vegetables, the more diverse the better.

Each player is bandaged in turn, whirled around three times, and sent to gather up some of the harvest home abundance into the basket.

The score made by each player is kept by the entertainer, after which the produce is again distributed.

In no case will the score made be large, and explosions of laughter will greet the effort of the players to prepare a harvest cornucopia.

The player who proves cleverest should win a box of crystallized fruits.

Refreshments will, of course, be in keeping with the plan of the frolic, a farm supper, simple or elaborate, rounding up the fun.

In the way of a simple repast the hostess could serve cold sliced chicken and tongue, with currant jelly and hot biscuit, honey, bread and butter, milk and tea, followed by baked apples with cream and cake.

Or several courses of farm delicacies may be offered. Begin with cornmeal porridge and maple syrup or cream. Follow with fried chicken, waffles,

and hot biscuit. For dessert have apple dumplings, tea, milk, cider, and cake.

GAMES WITH FRUIT OR GRAIN

Display an ear of dried corn, or, if you wish, three. Have the company write down the number of kernels which they suppose each ear to have upon it. Then shell off the grains, count them carefully, and award a little prize.

The number of seeds in an apple, orange, or any fruit can be guessed in the same way, the fruit being cut open and a count taken later.

Take a glass pint measure and fill it with dried peas. Call on the company to say "How many Peas there are in the pint?" The person first to recall the answer to the old conundrum and to call out "One P in a pint" should receive a souvenir, a second trifle being awarded to the person who later guesses nearest to the correct number of peas in the measure.

A COUNTING GAME

The guests take sides and face each other in two lines of equal size. Each division has a leader who stands at the head of his band. Toss a penny to see which side shall have possession of the apple. The

leader to whom it falls tosses the apple to the leader of the opposition, at the same time giving out any letter of the alphabet which he thinks of. The leader of the opposition is supposed to catch the apple and, before ten can be counted by the other leader, to name a word beginning with the letter given. It is the function of the other members of the band to assist their leader by calling out the required noun should he hesitate. In case of the failure of a leader the opposition has the privilege of drawing to it any player from the opponent's ranks whom they desire. An orange can be substituted for the apple if more readily to hand.

A HUSKING BEE

This function is best held in a school hall, which should be trimmed with harvest symbols and form offerings, such as cornstalks, hay, ropes of apples, peppers, onions, etc.

When everyone is on the scene baskets containing small pumpkins, squash, pippins, etc., cut in halves, are passed among the girls, each taking a piece. The fruits are all cut differently and, by the halves selected by the players, partners are comically found for the evening.

A card with a pencil attached is then given to each couple and these provide the first feature of an original husking bee.

704 The Mary Dawson Game Book

On each card the competitors find a novel word puzzle in the form given below:

1. Husk a famous series of military expeditions and find a humorist of our day. Crusades. Ade.

2. Husk a Grecian statesman and general to find an obedient subject of the moon. Aristides. Tide.

3. Husk a mountain-range in Italy and find many more. Appenines. Nine.

4. Husk the soulless heroine of a now classic romance and find clamor. Undine. Din.

5. Husk a famous Lord Mayor of London and find a useful metal. Whittington. Tin.

6. Husk a popular feast and find a fast. Valentine. Lent.

7. Husk an English landscape painter praised by Ruskin and find a vase. Turner. Urn.

8. Husk an emperor of Rome and find a sudden squall. Augustus. Gust.

9. Husk an opera heroine and find a part of the human body. Carmen. Arm.

10. Husk a heroine of American poetry and find what she approached being. Evangeline. Angel.

11. Husk water crossed by a great general and find that which governs us all. Delaware. Law.

12. Husk an island resort and find what exists plentifully after a rainfall. Bermuda. Mud.

13. Husk a famous pilgrimage and find a busy builder. Canterbury. Ant.



14. Husk symbols of the Orient and find one of the most popular of Eastern products. Crescents. Scent.

15. Husk a receptacle and find to request. Basket. Ask.

Twenty minutes are allowed for working out the answers to this puzzle. The reward of merit was a little stick-pin with a head in the form of an ear of corn.

Afterward consolation prizes of popcorn made in the form of ears of corn with husk of yellow paper are distributed to those who failed to win anything.

"HONEST TOIL" PARTIES FOR LABOR DAY

Labor Day, which as you remember falls September the sixth, should furnish a wealth of inspiration for early autumn parties. The motif of "horny-handed toil" is a new one upon which to base a merrymaking and the entertainer who develops it cleverly could hardly fail to sound an original note. The idea of the various trades affords a basis for splendid games, including the guessing contests by way of diversions for an evening.

An attractive way to write the invitations for such a party would be:

"FELLOW LABORER: On the evening of September the sixth representatives of all the trades, unions, and professions assemble at address of hostess to cele-

706 The Mary Dawson Game Book

brate the annual festival of 'honest toil.' We hope you will find it possible to attend. Please come as a member of the Bakers' Union."

If a costume party would be too great a tax upon prospective guests, a head-dress party can be substituted, the head-dresses being nothing more expensive than colored paper and appropriate in shape to the traditions of the guild to which the guest is elected for the evening. Each union could have from four to six members to start the fun at a table specially designated for their group. Before proceeding to the tables have a "grand march of labor," three times around the room to music. Now break ranks that all may proceed to the table of their respective guilds, there to compete for a prize in store.

The different vocations which could be utilized in this way are legion. A few will suffice to show the plan and at the same time provide fun for a party of generous size. Suppose we choose for them bakers, tailors, farmers, sailors, architects, shoemakers, and artists.

For the bakers' table provide tiny pads with pencils and call on the men of flour and dough to write down as complete lists as possible of words relating to the staff of life. Such words as "bun," "twist," "sandwich," "roll," etc., are those meant. If the players are of a literary turn, see who can write down most quotations regarding bread. Or give each a saucer on



which is a slice of bread from which he is asked to model a figure of anything that suggests itself, a prize being in store for the most ingenious. Have a bowl of water on the table, in which each may moisten his fingers before beginning the modeling.

To the sailors could be given packages wrapped in paper and tied with a number of hard knots. The player who first opens his package by untying the knots wins the prize. Present this with a humorous allusion to "thirty knots an hour." A toy ship under sail could be displayed and the Jackies could compete by making pencil sketches of it. Another good hint would be a question game founded on parts of a ship. Which part of a ship is an English coast town? *Hull*. Which part consists of acorns or small seeds? *Mast*. Which side explains what the ship sails for? *Port*. Which part is a pack of cards? *Deck*. Which part is a small house? *Cabin*. Which part is a common mineral? *Spar*. Which part is energetic advertising? *Boom*. Which part is an act of courtesy? *Bow*. Which part is part of a flower? *Stem*. Which part is severe demeanor? *Stern*.

The tailors could dress dolls with tissue-paper, or they could design and paint paper dolls to illustrate the styles of the moment. A list of words applying to dress in the past (such as "surtout," "wimple," "buskin," "jerkin," "doublet") could be written and the men of cloth asked to define them.

708 The Mary Dawson Game Book

The architects could write short papers on "My Ideal Home." They can cut and paste the doll-house paper furniture which comes among kindergarten supplies with an award for rapidity and neatness. Or they, too, might answer questions in a riddle game, called "The House That Jack Built."

Which part of a house looks impolitely? *Stairs*. (stares). Which part is the same as the first temptation? *Eaves* (Eve's). Which part is pure Greek? *Attic*. Which part stands badly? *Stoop*. Which part is to worship? *A door* (adore). Which part closes a letter neatly? *Ceiling* (sealing). Which part of a big room is coldest? The *frieze* (freeze).

Interesting, too, would be a guessing game, for which the entertainer clips from the magazines pictures of historic houses and mounts them on cardboard, guests being asked to distinguish Mt. Vernon from Monticello, and so on.

Let the shoemakers have a comic contest in sewing shoe-buttons on strips of leather. Or provide shoe-strings and revive the former hobby of making fob-chains and purses from these lacings.

The artists may be called on to guess the painters of twelve masterpieces, represented by the penny prints. The prints may be cut into small pieces and used as a picture puzzle. For a funny contest each artist might be required to sketch his *vis-à-vis*.

A delightful idea for supper is to give each couple



a "full dinner-pail," which they are to share. For a kettle-lunch serve baked beans, lettuce sandwiches, a ripe pear or banana, some doughnuts or slices of pie. Pass coffee on trays, or have a bowl of lemonade or fruit punch from which each can help himself.

LABOR DAY GAMES FOR CHILDREN

For quite young children too old for the amusements of mere tots and too young for guessing games that are in any way difficult, a specially jolly pastime is called General Strike. While not difficult it will be found to delight and interest the children.

Dipping into a basket with eyes closed each child selects one of the little symbols there jumbled together which suggests some trade or occupation. Thus, for the Shoemaker, a shoe; for the Bricklayer, a tiny red carboard brick.

Or it may be that head-dresses, made up out of crêpe and tissue of different colors and representing certain trades, are in the basket and that each child instead of a simple symbol pick out one of these to be worn during the game. This, of course, is where costume embodying Labor Day suggestions is not worn.

Now, at a given signal, all the players begin to pantomime the trades they have drawn. Thus, the carpenter saws or hammers, the sailor pulls in an imaginary anchor, the engineer blows a whistle, etc. Now someone in the party has secretly been given a

slip, which commissions him after pantomiming a certain time to cease doing so, and thereafter remain as quietly as possible, calling no attention to the fact that he is motionless. The children know that such a paper has been given, but do not know to whom. It is, therefore, necessary to watch carefully in all directions so as to immediately detect the player who is motionless. The second player on seeing the first motionless becomes so also. This is called Going on Strike, and it continues spreading in all parts of the room until but one player remains at work. This person must perform a penance as imposed by the rest. Any number of rounds of the Strike Game can be played.

LABOR DAY GAMES FOR ADULTS

For older players a competition in naming or guessing the different trades or occupations which celebrities followed during their youth or lifetime would prove most interesting. Twenty-five names might be written down upon each player's card opposite which names he is required to write the occupation once followed by their owners. Here are a few to start the list with:

Of what trade was Hans Sachs, the German poet? (Shoemaker); Benjamin Franklin (Printer), Shakespeare (Actor), Francis Bacon (Lawyer), Cervantes (Volunteer Soldier).

A plaster cast of some celebrity who began life in obscure condition and achieved success through his own efforts would make an attractive prize.

HOW IT IS MADE

For a quiet contest try this good one. The entertainer, who has previously provided herself with a good book on the subject, distributes little blank books in which she asks her guests to describe the process of making or doing something quite ordinary. For instance, this might be glass making or the production of yarn. Half an hour is given in which to prepare one's account. At the end of that time the different papers are read aloud, followed by a short but true account from the book. The differences in the account will probably be great enough to cause much fun. If glass making is described, the prize should be a pretty trifle in glass. If wool is in question, the gift should have a woolly basis.

THE WORKINGMAN'S WISDOM

Have half as many cards as there will be guests and let a lady and gentleman share a card between them. On each card have a series of proverbs and quotations about labor with words omitted in each phrase. Guests are requested to fill in the missing

712 The Mary Dawson Game Book

words in competition for a prize. Examples of the incomplete proverbs would be:

A bad workman (blames) his (tools).
The laborer is (worthy) of (his) (hire).
You cannot (make) (bricks) without (straw).

Man may work from sun to sun,
But woman's work is never done.

GAMES FOR COLUMBUS DAY, OCTOBER TWELFTH

Now that Columbus Day has entered our calendar to remind us of the hero to whom we owe so much, the occasion may well be celebrated with special games and good times.

The invitation-cards can be cut from egg-shell cardboard to represent ghostly Spanish caravels under full sail. These can be made at home, and are really prettier than anything you could buy in the stores for the purpose. On the white sail of the ship appears the familiar jingle:

In fourteen hundred and ninety-two
Columbus crossed the ocean blue;

while on the reverse side the date, hour, address, and other particulars of the Columbus Day party are written.

The design of the faithful pole-star which guided the hardy mariners on their voyage of discovery, carried out in red and yellow, makes a most effective mural decoration. The red and yellow—Spanish colors—are in honor of the country which fitted out Columbus for his enterprise. These large stars, made out of crêpe paper, may be placed at regular intervals around the room and connected with a garland of victorious laurel swung gracefully between each two stars. Artificial laurel can be employed if necessary.

What is known as the authenticated portrait of Columbus, which is excellent from an artistic standpoint, in addition to its historic interest, should occupy a place of honor on the walls. Have it simply framed in weathered or fumed oak, according to the tone of the print selected, and award it as a first prize for the best record made in the Columbian contests. Spanish flags, surmounted by Old Glory, should be draped over the doorways, and the name of the great discoverer can be described with the laurel chain in some conspicuous position.

The program of new games might lead off with a Columbian puzzle. Cards, having tiny medallions of Columbus put in with pen and ink at the top are passed. Yellow pencils are attached with red ribbon. On the cards the players find the following cryptic syllables, the meaning of which is presently made clear by the hostess, who asks each guest to add suffi-

714 The Mary Dawson Game Book

cient other letters, syllables, or words to each fragment to make of it the name of something, some one, or some place important in the biography of Christopher Columbus. Here are the syllables, followed by their answers: 1. Can. 2. Cat. 3. Vice. 4. Bob. 5. Val. 6. Don. 7. Gen. 8. Pal. 9. Med. 10. Lis. 11. Cip. 12. Is.

Answers: 1. The Canary Islands which Columbus passed on his voyage to the New World. 2. Cat Island; one of the Bahamas, which is supposed to have been the first land sighted by Columbus, and which he christened San Salvador. 3. Viceroy of the New World, the title bestowed upon Columbus after his return to Spain. 4. Bobadilla, who was most unjustly made governor to supplant Columbus in the territories discovered by the latter. 5. Valladolid, Spain, where Columbus died in poverty and neglect. 6. Don Diego, the name of Columbus' eldest son, and also of his brother. 7. Genoa, Italy, where Columbus was born. 8. Palos, the Spanish port from which Columbus sailed on his first voyage. 9. Mediterranean Sea, where for many years Columbus was employed in enterprises of commerce or war. 10. Lisbon, whither he went in 1470. 11. Cipango, or Japan, which he expected to reach by sailing westward over the Atlantic. 12. Isabella, Queen of Spain, who pawned her jewels to aid Columbus.

Another excellent game is to have a rough map of the New World, without names, drawn and painted on a

square of muslin and give each player a little ship cut from paper, which he is asked to pin on the spot where Columbus is supposed to have first landed. This is expressed as "navigating to the New World," and the point selected by each player is carefully marked with a pencil. When all have navigated the hostess decides who came nearest.

Again, a school blackboard (the curtain form is best) can be made the basis of a jolly ball-contest. A map of the Bahamas, with Cat Island very prominent, is drawn on the blackboard, and the name of this particular island is clearly written upon it. Several rubber balls and a bowl of powdered chalk make up the rest of the outfit. Each player has three shots in which to reach San Salvador, or Cat Island. The balls, before being tossed, are rolled in the chalk, so that if the board is struck this fact is indisputably established by the white mark that remains there. Any other portion of the islands upon which the navigators may "land" counts one point, while the spot on which Columbus landed counts three every time it is achieved.

For another interesting round all sit at a long table. The hostess produces a basket filled with words cut from newspaper head-lines, advertising bill-heads, or the like. Each player receives a square of pasteboard, and a bottle of mucilage is provided. The object of the game is to select from the clipped words eight or

716 The Mary Dawson Game Book

ten which can be arranged in a line and read like a description of Christopher Columbus, or a sentiment concerning his benefactions to humanity. The hostess decides which sentence is cleverest.

The refreshments carry out the Spanish color-scheme, and consist of pimento salad in red tomato cases, topped with mayonnaise; tiny egg sandwiches; and orange ice served with red frosted cakes.

A WHITECAP PARTY

A capital plan for entertaining a crowd who relish a merrymaking both novel and funny is a whitecap frolic, for which invitations are issued in the apparent form of "warnings" from the vigilance committee of the neighborhood. Such a good time is specially adapted for a country barn dance, or for a school gymnasium or the dormitory hall in a girl's college when new students are to be welcomed by a hilarity of some kind. It can be developed in various amusing ways to carry out the idea.

Dancing will probably make up at least one part of the programme and, as in the old-time Spook Party, it would add to the fun to have this feature begun in complete silence, the vigilantes seeking partners, etc., in dumb show and unmasking in a body later. A revival of the old-fashioned dances would be a splendid plan for the affair, and if other music is not easily



available, often the case when a barn is the scene of the revelry, a good phonograph will furnish the tuneful strains which keep the young feet merrily tripping.

Those who wish to have a programme other than dancing, or one only in part terpsichorean, should arrange the game of hanging. A blackboard and chalk is the only requirement in playing this game, for which the company should be divided into two bands as nearly as possible equal in size, each division proposing to "Do execution upon" the opponents by means of the blackboard.

Let the sides draw lots to decide which takes possession first of the board and begins the game. Let the division to whom the turn falls secretly foregather and decide upon a sentence, phrase, proverb, or quotation as difficult as possible to recall, with which to trip the opponents. Having decided on this sentence, the executioners draw upon the blackboard the outline of a not very formidable gallows upon which they propose to hang the other division. It is the object of the division that is "out" to correctly guess the letters in the sentence chosen. These letters are represented by a series of horizontal dashes arranged under the gallows. Each word in the phrase or proverb is divided by a perpendicular dash to show the number of letters it contains. Each letter correctly guessed by the opposition helps to fill out the skeleton outline of the puzzle, while the first letter incorrectly guessed

718 The Mary Dawson Game Book

attaches the head to the gibbet; the second wrong guess supplies the neck, third the body, and so on until the human form divine is there complete, though without realism in the portrayal. When this is done the execution of the opponents is, of course, complete, but between the loss of head and neck and that of the pedal extremities many of the guessing side may easily be able to recoup their losses and save themselves from the scaffold. Now let the other division secretly decide upon a puzzle, and the late executioners endeavor to save themselves by ready wits. The members of the division that proves victorious draw among themselves for the prize, which might be a volume of weird tales from Poe or De Maupassant.

Many girls enjoy a little handiwork with brush and pen in preparation for a festive event, and when the entertainment committee is so disposed funny little menu cards can be cut out, decorated with skulls or with thumbnail sketches of fugitives from justice pursued by equally minute whitecaps. The bill of fare can be full of fun and of allusion to the nature of the merrymaking. For example:

Deviled Eggs

Vigilante Salad

White Caps

Justice Meted Out

Bad Dreams

Skeleton Cakes

The eggs in this bill of fare explain themselves. The justice meted out is bread and butter, with cold



meat of some kind, forming sandwiches. Or cold meat can be offered, "Well peppered and salted," and the sandwiches can have a deviled ham filling. The vigilante salad is a new one, with sprightly seasoning and very tasty. Very solid white hearts of lettuce are chosen for it, each heart being cut in four pieces by slicing downward as one cuts a cake. One section of the lettuce is placed on each plate and over it is poured a mayonnaise dressing colored and made hot by a few drops of tabasco. The bad dreams are cheese straws or crackers coated with toasted cheese. Cone-shaped molds of vanilla or almond ice cream turned out upon plates made very successful little "whitecaps," but especially so if the holes for eyes, nose, and mouth are imitated by inserting half-nut meats in the frozen dainty. For the skeleton cakes have the baker coat any ordinary cookies with chocolate and trace a skeleton on them with white icing.

A TAM O'SHANTER HALLOWE'EN PARTY

Best of all ghost-stories is that of "Alloway's auld haunted kirk," and the time of times to enjoy it is on that high carnival night of evil spirits, hag-ridden Hallowe'en. Every one knows the splendid tale of how mare Meg saved her master at the bank of "Bonnie Doon," and the Hallowe'en hostess in search of a plan that is new and "different," for her dance or frolic

on All-hallows' eve could draw her inspiration from Tam's immortal adventure.

A little ingenuity in decorating it will make of the barn, the church basement, or even the roomy parlor at home, a haunted ruin filled with some of the "unco sights" that Tam saw through the glassless windows of Kirk Alloway; and in addition to the witches and warlocks who convene to hold their "Sabbath" there, Auld Nick himself with the attendant demons and every fearsome variety of banshee and bogie can be added.

"THE LIGHTNINGS FLASH FROM POLE TO POLE"

Invitations for such a frolic should give an advance hint of the novelty of the affair. Instead of the usual conventional notes, cut little folders from rough art paper. Across the top of the folder write, "All Hallowe'en, 19—." Any illustrated book on Burns' country will give a picture of the now famous ruin, which should be sketched in water-color on the outside of the folder, supernatural light streaming from its windows. Below it write the lines from the poem beginning "The lightnings flash from pole to pole." On the inside of the folder write the invitation proper, for which the following will serve as a form: With the aid of a carbon paper it can be written in witch writing (backward), requiring a mirror to translate it.



THE INVITATION

WEIRD SISTER—On All-hallow eve this year we, the spirits of the nether world, plan to hold a great Sabbath in the old ruin on the northeast corner of Ripley's Land and York Pike. We will assemble there at moonrise (nine o'clock), and you are weirdly bidden to make one of us in fitting costume. Any kind of evil spirit will be admitted by the doorkeeper, Old Nick, and unco sights are promised those who attend.

In converting the chosen situation into a sepulchral ruin, dark gray crêpe paper will be found a quick and cheap means of transformation. Walls and pillars which are too light in effect can be quickly tacked with the crêpe, which is applied like wall-paper, almost without cutting. Grinning skull lamps need not furnish all the necessary lighting, but can play a startling part in it. Owls and banshee heads holding candles are other creepy possibilities, or ordinary carriage lamps can be concealed behind death's-head false faces; paper toads, snakes, and spiders disposed here and there add to the creeps. Get the black cardboard witches which come by the package, and paste them on tapes which can be swung as garlands across the ceiling. Huge bats made of raw cotton and wire, covered with tissue-paper, are also highly decorative on the ceiling. Let the doorkeeper be Auld Nick himself, with attendant corps of evil spirits. The attendant train must wear the new paper masks which,

722 The Mary Dawson Game Book

if slipped on over the head and face, convert the wearers into owls, bats, hawks, and other beasts and birds of prey—a truly eery sight!


Lead off the fun with a novel game founded on the ballad. If the company are young folks who prefer a runabout frolic, give each a little cardboard witch to be pinned (while the Hallowe'ener is blindfolded) upon a curtain whereon Meg is represented galloping with her Master to safety. The player who pins his witch nearest to Maggie's tail, thus carrying out the story, wins a prize. For the more sedate of the company arrange a question paper with questions in rhyme to test the general knowledge regarding Tam o' Shanter's country. I give a brief example. Please name:

A famous stream whose watery charm
Saved blundering Tam and steed from harm. (Doon.)

A town through which the fiends gave chase,
Twa miles from Robbie's ain birthplace. (Ayr.)

The prize in either game could be an illustrated copy of "Tam o' Shanter."

Of course there will be dancing, but let some old-fashioned country measures, such as the Virginia reel or the lancers, introduce the program, even though the tango follow; and then, as the witching hours approach, the revelers will want to fathom the future by means of Hallowe'en divinations.



LIFTING THE VEIL OF THE FUTURE

A very original and startling way of lifting the veil of the future is by means of a sieve. Every one informed concerning black art is aware that the beldame frequently exchanged her broomstick for a sieve, and seated in this culinary aid flew over the housetops on her sinful errands.


Having blindfolded the fate-seeker, conduct her to a darksome corridor or a corner of the porch. Here she stands, holding the sieve with both hands and repeating a rhymed charm prescribed for the occasion. As she repeats the charm the holder of the sieve becomes aware of certain uncanny phenomena. It may be a hoarse whisper in her ear without a sound of human footsteps, or a puff of wind and spray as from the ocean, or a long eldritch insect can scurry over the hand that holds the sieve. At the same time something falls into the receptacle. When the courageous one has been conducted back to the scene of the festivity and the bandage is removed, it is found that the object in the sieve is indicative of future fate. Thus a heart would stand for an approaching love affair, a thimble for single blessedness; or more unusual objects can be used and a rhyme explaining each can accompany it.

Let the strange phenomena used in this divination be as diverse and funny as possible. For instance, a

long lamp-chimney brush dampened will make a "thousand-legger" real enough in the dark to raise the goose-flesh on the bravest.

MOTHER BUNCH'S CLOSET

A few years ago those nocturnal flights of fancy we know as dreams were regarded, if regarded at all, as most unimportant and useless. To attempt deductions based upon them was an "old wives" folly, at least, and many of us remember that as children "interpretation of dreams" was among the list of things sinful given in our catechisms. But of late Science herself, in the person of a foreign physician, by demonstrating that dreams may be very helpful in psychopathy or the treatment of mental disorders has given these jumbled visions of our pillows a new importance. The theory is now advanced, and scientist and layman have both been at least greatly interested in it, that dreams under given circumstances should be treasured up and interpreted. In another way and for another reason the prospective hostess of October might profitably take it up. For here, ready to her hand, is a new and delightful means of fortune-telling—the imaginary interpretation of dreams, the guest to relate his or her latest midnight vision, while the entertainer in guise of a soothsayer supplies a meaning to fit the case.



Of course, the quainter the setting for the idea, the greater will be its charm in both senses of the term. For illustration, it would be effective and unusual to carry your company back to the 17th Century when dreams were a matter of importance to all. In the antiquarian sources of Hallowe'en lore there is mention of one "old Mother Bunch" who seems to have acquired a reputation for occult information of diverse kinds and who published a pamphlet on the subject, entitled "Mother Bunch's Closet Now Broke Open." A Twentieth Century impersonator of old Mother Bunch would be a capital idea for the witching eve this year, and, in addition to interpreting dreams, she could amuse the company with other diverting fortune-telling methods popular in the Seventeenth Century.

Represent Mother Bunch not as a malevolent hag, but as the knowing goodwife of early days who had Hallowe'en secrets handed down to her by a long line of female ancestors and who is more than willing to impart some of her lore to youthful friends and neighbors on the appointed date of spell and dream.

Her costume should be the short skirt, red cloak, heels, and conical hat which we associate with the confirmed sorceress, but which made up the street dress of the average woman in Mother Bunch's day.

Invitations written in a form like the following would excite interest and amusement from the start:

726 The Mary Dawson Game Book

Old Mother Bunch (whom common fame reputes to be a witch) bids you to the breaking open of her closet, containing many charms and mysteries, on the Eve of All Hollows at nine of the clock. Your strangest dreams made clear and profitable. The renowned Magic Philtres ready to be tried by all who would fathom the future. The Peascod Wooing and other ancient charms explained. (At 25 Filbert St.)

This will bring the young people out, full of curiosity and primed for fun. As far as possible let the parlor be brought to resemble the severely simple rooms of a good wife of the time of the Stuarts. Have the floor bare, a deal table, unupholstered chairs, and some of the old English stoneware (good imitations of which are now sold in this country for 10 cents each) on the shelf or plate rack.

Those who arrive first may be given cards and pencils, and told to write out in full detail any dream the interpretation of which they would like to have. This ransacking of individual memories will provide amusement while the inevitable late comers are assembling. Dreams are read aloud and explained in the same way by Mother Bunch. Almost any girl with ready wits can tell nonsense fortunes from cards, and the reading of dreams is to be done in the same way, the witch introducing cannily any matrimonial rumors which may have come her way regarding the dreamer, and in general pronouncing



exactly what she thinks the subject would be glad to hear.

A short example of dream and interpretation may help to show the future witch the way to go about her explanations.

Dream: It seemed to me that my brother, who lives in another state, appeared suddenly in the room. He handed me a tiny gold box representing a nut and made to hang like a locket on a chain, and requested me to wrap it carefully and put it in the safe. As I was preparing to place the little object in the safe it suddenly disappeared and I searched the house in great anxiety, wondering what I should say to my brother to excuse my carelessness. After much fruitless search I went to the city, thinking to buy another and replace the one lost. On the street a woman unknown to me touched my arm and handed me the golden nut, remarking as she did so, "I beg your pardon, but you dropped this a moment ago." I was so overwhelmed with joy to see the locket again that I awoke.

The Interpretation: The gold nut, nuts being a mystic emblem of lovers on All Hallows E'en, represents a true heart which will come to you through an unexpected means. The fact that it is your brother who appears to you shows that your family and friends will approve your choice. You will lose this friendship temporarily through a misunderstanding, and will

730 The Mary Dawson Game Book

the ball is thrown the appropriate words must be repeated if the spell is to do its work—namely:

If fate be kind, my fate to find,
Softly the mystic ball I wind.

At the end of a minute or two a slight jerk will be felt at the other end of the yarn. This is a signal for the fate seeker to begin winding the loose end very slowly and softly into a ball. When this has been done he or she will draw up, attached to the loose end, an article or emblem of some kind which will explain what fate has in store for the subject. Thus, a coin, wealth; a laurel leaf, fame, and so on. A confederate of the entertainer, stationed under the window in the darkness, attaches the mysterious little objects to the yarn.

As a partner's finding plan, for you are sure to want a novel one on October 31st, if ever during the year, Mother Bunch should initiate her guests into the mysteries of the ancient sport known as the Peascod (pea-pod) wooing. Preferably the peascod, for so it was of old, should have nine peas in it, but as these jumbo specimens might not be obtainable a less ambitious pod could be substituted. Green peas are now to be had in New York markets at all seasons. In localities where it is difficult to get them out of their natural season they might be fashioned of green paper. Or there are very cunning little scissor cases of green

silk and bristol board which could be used for the game and would make charming little souvenirs to retain.

To arrange the divination, let all the young men withdraw for a moment into the hall or out of earshot. One by one the girls, having closed the door all but a crack, place a peascod between the door and the frame at the top in such a way that the next person entering will be sure to dislodge it. The summons agreed upon, a bell sounds as soon as any girl has arranged her peascod, and any man who desires to do so enters the parlor in answer to the summons. This man picks up the peascod and becomes the partner of the girl who placed it. Then another girl will arrange a pod, another man at random will answer the summons, and the game is continued until all have found partners in a method as quaint as it is pretty.

It would be attractive to have the refreshments for such a party partake in a way of the quaintness of the affair as a whole. Any one of those ever-delicious temperance wines, which in country localities are still made of fruits and by our grandmothers' recipes, would make a delightful substitute for the familiar lemonade. Tea Mother Bunch might introduce if she presented it as "a strange new China drink, called Tea." Pepys writing about that time so described it in his immortal diary, and according to the physiologists he pronounced it "tay." Plum cake and seed cake there might be aplenty, for cake was formerly

732 The Mary Dawson Game Book

a recognized dainty without which no Hallowe'en repast would be complete. There would be of necessity a generous basket of nuts, both for burning and gustation, and fruit in abundance. Lady apples might be cut in half, slightly hollowed, and closed together again over fortunes.

HOW TO WRITE THE HALLOWE'EN INVITATION

If your party will be a Congress of Witches, or if a sorceress will preside there, the invitations might be cut to represent crescent moons. Ordinary wrapping paper will do for this or the silver paper which comes around soap, but bright yellow paper is extremely pretty. Those who are clever at designing will be able to shape the sharp crooked features of a witch's physiognomy in the hollow of the crescent (on the inside curve), but the moons can be used without if you cannot contrive the face. Write the wording so as to follow the curve of the crescent all round, using the form given below.

On Hallowe'en when witches ride,
Come and have your fortunes tried;
At Ghoulish Goal (address) we'll read your fate
Assembling on the stroke of eight.
Read your fate and tell you true
Just what the future holds for you;
So mount your broomstick in good time,
But ere the date send us a line.



FOR THE SPOOK DANCE OR PARTY

But when your affair will be a Dance of Spooks, or a Ghost Carnival, or something of that kind, let the invitations be spooky in the extreme. Those who can cut out cleverly might make little white spooks from paper, representing them as seen at the sheet and pillow-case party. Here is the form:

Hist! oh Hist!

Spirit—This is to let you know, stealthily, secretly, silently that on All Hallows' E'en the Spirits will assemble suddenly, surreptitiously, in the thin air, at Higley's Barn, as the clock strikes twelve (eight thirty in mortal language). You are ghostily urged to make one of us. Send your answer soon and secretly to 45 Ennis Avenue.

Yours stealthily,

THE SPIRITS.

OTHER FORMS

Sometimes the Hallowe'en Party has the Jack o' Lantern for a motive. When this is the case, issue your "invites" in the form of a message from Peter Pumpkinhead or Jack o' Lantern. They can be written on ordinary paper, on pumpkin yellow paper, or on the pretty little paper pumpkin heads sold for such purposes at this season. Here is a form for it.

734 The Mary Dawson Game Book

On All Hallowe'en, the witching night,
Come up High Street and turn to the right;
Turn in where the pumpkin heads grin on the gate
As close as you can to half-past eight.
But ere that date a line please send,
And accept or decline,

 Your affectionate friend,
 (Insert your name.)

A FORM IN PROSE

Old Mother Meg, the enchantress, bids you to a great sabbath of the Witches on Hallowe'en at the Ghoulish Goal (3 East Street). The weirds will begin to assemble at eight thirty sharp. (Please send your reply as soon as possible.)

ON CARDBOARD WITCHES

Either of these invitations could be written on the black cardboard witches or witch cats sold by the package. Use Chinese white paint for the writing, making it liquid like ink by adding water, and using it on a pen. This makes the writing much easier.

GAMES FOUNDED ON GRIMALKIN

Grimalkin, the eerie companion of the sorceress, makes a splendid suggestion for a Hallowe'en motive, and a Grimalkin or a Witch Cat Party can be made very amusing. Specially for Hallowe'en now come black cats in funny attitudes, cut from paper, and

sold by the dozen. These play an important part in the evening's merrymaking. Use big cats of posterish aspect on the walls of the room and hide the tiny ones all around like nuts for a nut search. On each hidden cat is written in white ink a riddle, the answer to which is a word beginning or ending with the syllable "cat." Thus:

The Niagara Falls cat. Cataract.

The cat on a raft. Catamaran.

The cat with a cold in its head. Catarrh.

The cat in an accident. Catastrophe.

The cat with a long tail. Catalogue.

The cat underground. Catacomb.

When the game is to begin, guests receive little cardboard baskets covered with black and yellow crepe paper and, the bell signal having sounded, all hasten away in search of the hidden grimalkins. The player whose basket contains most at the end of ten minutes receives a black posterish cat of plaster filled with bonbons.

Next, all gather around the table where paper and pencils are distributed, and the object now becomes to see who can guess most of the disguised cats. Each riddle written on the little shapes is accompanied by a number, and the answer written down must be accompanied by this number for purposes of identification.

A penwiper in the shape of the head of a Hallowe'en grimalkin would make an attractive prize here, and

736 The Mary Dawson Game Book

one, moreover, which could be easily fashioned from black and red cloth at home.

For the fortune-telling, which is almost necessary on an occasion of this kind, the idea of the witch cat will be very original. Have a room adjoining or a portion of the parlor itself screened off. On the curtain or screen is a huge figure of a black cat with a large mouth. The guest who wishes to consult the Oracle slips a piece of paper on which a question is written through a slit in the cat's mouth, and grimalkin swallows it. A moment later the question paper with answer written in invisible ink appears in pussy's mouth, and the Hallowe'ener, after he has approached the flame of the candle, will find thereon a reply to his query. Many of these answers can be prepared in advance and simply utilized whenever a query is received which the answer will fit sufficiently well. Most of the questions will, of course, be sentimental. Among the answers on hand should be "Yes" and "No" slips, descriptions of imaginary persons of both sexes, the word "Old Maid," "Old Bachelor," and the like. Difficult questions must be answered on the spur of the moment. The invisible ink is not necessary to the success of the game, though it adds to the mystery.

For the grimalkin table have one of the large black cats made of plush which are so wonderfully effective on a white cloth. From the cat's mouth have narrow yellow ribbons which are looped in cartwheel formation

across the board, each one terminating at a guest's cover, where it is attached to a little skull and cross-bones lamp with a glowing candle in it. Have mats cut in cat shapes to go on the side dishes and tiny black cat heads pasted on the water tumblers, with the names of the guests written on them in white paint to act as place cards.

Another highly effective idea is to purchase five or six of the small ten-cent plush cats represented as walking, and to harness these with yellow ribbon to a little chariot in which sits a witch doll covering a freight of little Hallowe'en souvenirs for the guests. The cats' procession should be spread out by means of the ribbon, so as to run the length of the table. It is most delightful.

Many amusing ideas appropriate to a cat party might be introduced into the menu. For instance, cookie cats might be served instead of cake. Or if this is not feasible at the moment, animal crackers in cat design could be substituted; or simply lady fingers (called Cats' Paws or Pussytoes). Ice cream can, of course, be secured in Hallowe'en cat forms from any progressive caterer.

A HALLOWE'EN PUMPKIN

A particularly lively fifteen minutes can be built upon the Hallowe'en Pumpkin—not the thing of pulp

738 The Mary Dawson Game Book

and rind, but a pumpkin specially grown for the occasion.

For the vegetable in question you will need about three yards of reddish-yellow crepe tissue-paper and one yard of the same material in dark green.

Secure at the same time as many sheets of pale pink and blue note paper as you expect guests. Envelopes to match, of course. Have as many pink sheets as there will be men in the party, and represent each of the women by a sheet and envelope of blue.

A "fortune," to which no name is attached, is written on each sheet. The pink fortunes must be applicable to men and the blue to girls.

Any amusing nonsense that suggests itself is available as a fortune, care being taken to have the various sheets as diverse as possible.

Here are a couple of examples to show the general plan:

To Him Who Receives This Fortune: Beware! You scoff now at the hidden mystery of love, but the fateful eve of All Hallows can weave a mystic spell about the most forbidding heart. Abandon forthwith all hope of remaining in your present unmated condition. You are soon to fall a victim to a golden shaft, which, though for a time it will entail wretchedness, will finally bring happiness and peace.

No. 2. To the Recipient of This Fortune: This is to warn you against a certain wealthy man soon to enter

your life. An income exceeding \$3000 a year can, in your case, result only in misery. You were born for love in a cottage and simple domestic duties.

Preparing these absurdities is likely to prove great fun. All the young members of the household should help invent them in order to have the forms as varied as practicable.

When the required number is prepared jumble the pink and blue envelopes, and gather them together into a compact bunch.

Fold the yellow paper double and cover the envelopes with it, making it resemble a pumpkin as closely as possible. The green sheet is for the foliage. No great pains is necessary in preparing this, as any fringy tuft of green surmounting the yellow will give the required effect.

In order to decide the futures of those present the pumpkin is suspended by a green ribbon or cord in the drawing-room doorway. The hostess strikes it a couple of times with a walking stick and brings the fortunes scattering down upon the heads of the assembly. Naturally, there is a lively scramble.

The envelope one catches, or first secures, is the only one that can correctly foretell the future in his or her particular case.

The men, of course, are previously instructed to try only for the pink, the girls striving for the blue.

Love and fate being the two prime elements in

Hallowe'en mysteries, all the sports of the evening have as a basis one of these. In fact, the feature which fails to tell whether you will love and marry, and be lucky or wretched therein, seems hardly in keeping with the occasion.

The question of whom one is to marry is perhaps the most interesting fate secret over which the veil of the future is drawn. A good way to master it before time is by means of a variation of the popular Klondike Game. For this have a large box filled with seashore sand and several dozen letter chips from the anagram game box. Mix the letters through the sand and provide a small toy spade. When the fates are to be decided, have the light very low and let each man or girl in turn take the spade. The letters turned up in the first spoonful of sand are those of the coming life mate. If the spoonful should reveal but one letter or none at all, the player is allowed another turn. He continues to dig until the two or three letters demanded by the important communication are unearthed.

WATER SPORTS

Another version of the foregoing could have that popular Hallowe'en medium, water, in place of the sand or sawdust.

To arrange for it buy a sheet of celluloid paper and cut from this the various letters of the alphabet. A



large type capital from a newspaper or magazine makes a good pattern.

Attach the letters securely to morsels of cork and drop them into a pail of water, or, better still, a wash-tub of it.

If any letters are secured, they represent the initials of the future life mate. If none are dipped up the dipper is doomed to single blessedness.

In former times the girls of England and Scotland sought to discover their matrimonial fortune by stealing into the garden shrouded by Hallowe'en darkness and pulling up long-rooted cabbage stalks. Certain signs about the vegetable, properly interpreted, gave the important answer.

This old-time custom can be very cleverly imitated for a parlor game. Very little ingenuity is required to fashion something resembling a cabbage gone to seed by wrapping pale green tissue-paper around a short stick. One of these cabbages should be constructed for every member of the party. An appropriate symbol is attached to the root of each, after which all are embedded in rows—as if growing—in a box of sand.

What are the symbols? Well, there are half a hundred articles which would be available, given a clever interpreter. Here are a few to show the general nature of the objects used:

Plain gold ring. Approaching marriage.

742 The Mary Dawson Game Book

Diamond ring (use an imitation one), To be engaged in the near future.

Pink cardboard heart pierced with a gilded cardboard arrow. An approaching love affair.

A coin. Future wealth.

Tissue-paper laurel wreath. Fame.

Three wedding cake boxes. Married three times.

Thimble. Old maid.

Several buttons on a string. Bachelor.

Mitten (for men). You will be rejected.

Mitten (for girls). You will receive an unwelcome proposal.

Toy reins. You will be ruled in matrimony. For a man this means danger of henpecking.

Crape. Widow.

It is best to have the cabbages in two boxes; one with fortunes suited to the men and another for the women.

Failing this have the men select theirs from one side of the box, the girls drawing from another.

A MODERNIZED VERSION

Another ancient divination that can be modified consisted in running over a prescribed course with one's mouth full of water. Instead of this uncomfortable proceeding, have each member of the party circle the parlor three times at a quick pace carrying a spoonful of rice. Of course, there is a time limit



which everybody must observe. The player who spills fewest grains of rice in his course will be first of the company to enter the married state. Any one spilling much or all will never marry.

FACES IN THE MIRROR

At an exceptionally bright Hallowe'en party, given last year by a Philadelphia entertainer, the face in the mirror mystery was played upon in an amusing fashion. The gathering was a small one, just a dozen or so of young people who knew each other well. It is only for such a festivity that the sport would be advisable, but for such an one it is very good indeed.

Some time in advance the hostess secured the back of a hand mirror from which the glass had been broken away. She likewise begged, borrowed, or stole for the occasion the photographs of most of her invited guests. If a photograph for any reason was not forthcoming, she substituted that of a person of the same sex living at a distance.

The hostess explained that while it was customary for the girls only to seek the face of the future love in a mirror it might be well this year for the young men to try their luck also.

Each Hallowe'ener was accordingly blindfolded in turn and led away to the cellar stairs. Here he or she received a mirror and a lighted candle, with the

744 The Mary Dawson Game Book

injunction to look in the former over the left shoulder as soon as the bandage was removed.

After unpinning the bandage the hostess slipped away. The fate-seeker looked in the mirror, only to find an interesting photograph pinned into the frame. For those for whom a friend's likeness could not be secured, the photograph of some interesting unknown was substituted. All photographs were collected privately by the hostess before the termination of the frolic.

CLIPPING FATE

Several ways of introducing this interesting feature suggest themselves at first thought, and a number of variations would probably occur to any alert hostess after the thinking-cap was on.

Thus, the fortunes might be tucked away into those amusing little bonbonnières representing witches, intended for Hallowe'en. Put the prophecies prepared for your guests into the cardboard receptacles designed for candy and suspend the witches by cords from the ceiling. Turn the light low and let the convives one at a time take a pair of scissors. With these the witch who alone can reveal one's fortune is cut down.

ANOTHER CLEVER WAY

The same thing is very charmingly carried out with apples, or rather with the pretty apple-shaped candy



boxes, which cost but 5 or 10 cents apiece. Here revelation might take the shape of a description of the future husband or wife.

Let each description be succinct and applicable either to man or woman. Here are a couple of examples:

No. 1. Brown eyes. Vivacious disposition. Medium height. Interesting and with an indescribable charm, but in the main fickle and unworthy of deep confidence.

No. 2. Brown hair. Dark eyes. Tall and slender. Strong, loving disposition. Lacks the brilliant qualities, but a steadfast, true nature, in every way meriting love.

These descriptions are placed in apple bonbonnières, which may be handled in any one of several fetching ways.

They may be hidden about the room to be searched for by the young people, or they may be suspended from the ceiling to be clipped. If they are of celluloid it would be possible to have them floating picturesquely in water.

The rosy Hallowe'en apple is a motif which can be varied in a dozen different ways. The popular apple spoon race, for example, may be invested with mystic portent. She who carries her apple successfully to the appointed goal will wed happily. He whose fruit falls once in the course will have a stormy, though finally

746 The Mary Dawson Game Book

happy, love affair. The player whose apple falls three times is destined to die unwed.

Or the future of all concerned may be decided by a new method of fortune-telling, called "The Witch's Caldron."

One of the ladies of the household, or some friend of the family, is costumed as a witch and seated in some corner in a dim, uncanny light.

In front of her, suspended upon an old-fashioned crane, is a large preserving kettle. From this she dips with a ladle a fortune for any person applying for such a commodity.

Some difference in the color of the note paper can guide her in distinguishing between fates masculine and feminine. Or the prophecies, with a little trouble, might be made interchangeable.

READING CIPHERS

A clever way to arrange the portentous messages consists in cutting from newspapers or magazines certain words which when put together will foretell, in some measure, the future of the recipient.

The more diverse the type of words chosen the more puzzling, therefore the better fun.

Another way to introduce the puzzle or cipher idea is to "pi" the words of the sentence or phrases employed. The pied futures are enclosed in small boxes.

No player should open his box until all have been

provided for. After private perusal the several prophecies are read aloud.

FATEFUL FISHING

By combining our time-honored tub of water and the equally well-worn test of the nuts we can evolve a charming game.

A dozen or more of small nuts—peanuts will serve—are hollowed out in the way every small boy knows how to do, forming baskets. Each of these is laden with a wee slip of paper on which is written simply Yes or No.

This monosyllable is understood to be an answer to the question of whether or not a certain member of the party will marry.

The hostess produces a fishing-pole made of a cane, thread, and a bent pin or wire.

With this any one desiring to do so may discover his or her matrimonial destiny. This is done by catching up one of the little baskets floating in the tub, by passing the bent pin through the handle.

HEMP-SEED SOWING

Hemp-seed I throw,
Hemp-seed I sow,
Let him who loves me best
Come after me and mow.

748 The Mary Dawson Game Book

Those of us who are familiar with the folklore of the day know this mysterious rhyme. English maidens of former times chanted it as they scattered the hemp-seed which figured in their Hallowe'en rites.

The ceremony could be utilized as the basis of a pretty frolic for a modern party.

All the gentlemen present could be sent from the room for a moment while the ladies sowed the mystic hemp-seed.

Do this by having each girl hide some little personal object—her fan or handkerchief, for example—somewhere about the room. The gentlemen are invited to search for these articles. It is understood that Fate has something up her sleeve for the lady who hides the article in which the gentleman who finds it is deeply concerned.

Of course, a man is not obliged to take the first article revealed in his search. He can simply leave it and pass on in search for further discoveries. However, he must not be over-fastidious, for if he fails to produce a trophy at the end of five minutes he will die a bachelor. The lady, too, whose favor remains unclaimed will remain unmarried.

HALLOWE'EN DANCES

The Hallowe'en cotillion being small and informal can bubble with quaint suggestion.

A delightful figure results when the girls are given



long curling strips of scarlet tissue-paper, which are tossed over the left shoulder at a moment appointed for the purpose.

These represent the apple peelings, which are supposed to give the initials of the Prince or Princess Charming. They remain where they fall, the couple circling around them and endeavoring not to disturb them; exactly as in the egg figure, which all of us know. Some of the paper peelings may be scarlet, others pale green to suggest pippins.

For another round the ladies could don tall, pointed caps worn by the witches of olden times, and could carry small toy brooms. Or the eerie-looking black caps shown for the purpose in the shops this year's could be favors here. They should be fastened upon the shoulder or sleeve of the gown.

THE WITCH'S ART GALLERY

A new plan for fortune-telling on Hallowe'en.

A new and very amusing way of fortune-telling on All Hallow's Eve could be The Witch's Art Gallery or The Gallery of Fate. To prepare for it cut from black paper or cardboard (or secure them already cut out by the package) these symbolic figures: Stars, witches, crescents, bosom brooms, cats, owls, black cats, swastikas, horseshoes, and X's.

Pin these singly or in groups on the parlor wall, leaving wide spaces between each emblem or group.

750 The Mary Dawson Game Book

Cover a large-sized blank book with yellow silicia, and decorate it with figures of tiny flying owls, witches, bats, etc., in black. Or you use Hallowe'en crêpe paper as a cover for the book. Paint the title, "Explanation of the Black Art," on the cover, preferably in fancy lettering.

In the book have explanations of the various emblems and groups. To know his Hallowe'en fate the guest is blindfolded and is given a long black rod over which the sorceress has muttered a charm. He is then turned around three times and is sent to touch the wall with the wand. The emblem or combination nearest to which the wand comes related to the subject and is interpreted by the witch.

The sorceress may be the hostess herself or, while all are puzzling over the emblems on the wall and wondering the meaning of them, the crone may come hobbling upon the scene carrying the book as credentials and offer her services in explanation of the symbols.

Here are some of the "fortunes" found in the explanatory column, to help out the Hallowe'en hostess who lacks time or invention to work out a complete set for herself.

Witch with an X. The subject is soon to experience a fascination which is fraught with danger.

Witch with horseshoe. A fascination will arise from which nothing but good will result.



A besom broom. You will soon take a journey.
Besom broom and a star. A journey which will lead to future fame.

An owl. A letter with mysterious message is soon to reach the subject.

Swastika. Great good luck is on its way to you.

Swastika and bat. Good luck will eventually be yours. At first it will come in a guise which will obscure its true nature.

A black cat. Legacy.

Black cat and owl. Money from a source as yet hidden from your knowledge.

Witch and crescent. An influence in your life to begin with the next change of moon.

These will serve as illustrations of all the fortunes. Almost any good nonsense will make for fun, but avoid all predictions of death, illness, bad luck, and other serious calamities in working out the "future."

AN EASTERN SEERESS

If you have used the idea of both witch and spook in other parties, an Eastern Seeress would ring in a change. She should read fortunes by crystal gazing. The interpreter holds a crystal ball in her hands until it has become so thoroughly warmed and magnetized—so runs the tale—that pictures showing the future career of the subject can be seen in the crystal and

752 The Mary Dawson Game Book

related to the seeker after fate. As one picture goes another comes until the entire story is complete.

This reading requires a self-possessed and clever reader, who can make the pictures described both pretty and poetic, but in the hands of such it makes one of the most delightful forms of lifting the veil of the future on Hallowe'en.

SOME NEW GAMES

Instead of having the old games, or only those, especially if you have played them faithfully every year with the same people until everybody knows just what to expect, try some variations of them for novelty's sake. For instance, collect a few of each kind of nut which is obtainable and mingle two or three of each in a dish. Place this dish on the floor. Blindfold each Hallowe'ener in turn and have him kneel on one knee in front of the dish, repeating this charm:

I pick, I pluck this fruit of the tree,
To find the one who thinks of me.
If rough and harsh to cast away;
If sweet and fine to bid him stay.

Instead of "him" the young men will say "her" in repeating the charm. As it is repeated the subject extends one hand and selects a nut. The blindfold is then removed and the selection is interpreted. If the nut chosen is small and round (as the hazel) so

will the future mate be. This nut, having a smooth, hard shell, might be interpreted as a man or woman of great social polish and of "qualities that wear well." As the nut can be made to rattle when shaken he or she will be a conversationalist. After deducing all possible qualities break the nut, and if sound the love affair of the subject will be altogether happy. From an almond an entirely different fortune would be read. This mate would be lacking polish, of rather crusty temperament, but with very agreeable qualities under the crusty exterior, etc. In the same way a Brazil nut would betoken interest in a person of hard, rugged, and forbidding exterior, large in size, etc., a nature hard to understand, but once arrived at extremely sound and unusual in quality. These examples illustrate the interpretation of all the nuts, inspiration being taken by the soothsayer in the external and internal qualities of each special seed.

FORTUNES WITH CORD

Have as many lengths of twine as there are guests present, and have all these cords under a witch hat or a plate, with an inch only of each string appearing from under the cover. Have each cord different, some very long, others short, others of moderate length, some some full of knots, and some a complete snarl. Each player takes a cord and pulls, and from the condition of the string obtained the forecast of his or her love

away the front so as to suggest an old-fashioned stage and place it in the middle of the table. Line it with tissue-paper (orange colored) and from a grapefruit or large orange cut round slices which will look like wheels when skewered to the sides of the coach with pins. On the top of the coach put a witch who drives the steeds—four little mice—either the toy variety or little chocolate mice.

The harness is of narrow ribbon. The heart of the coach is filled with whatever souvenirs you wish to offer the company. Good-luck emblems, such as horse-shoes, swastikas, and clovers, forming boxes for candy or nuts, would be attractive and easily obtained. Instead of bonbon dishes for the table have fruits cut in half, scooped out, and then lined with tinfoil to hold the various goodies. Have the candle shades in the shape of little yellow pumpkins decorated with a border of tiny black cats or witches. These decorations can be purchased so cheaply by the packet that it hardly pays to cut them out, except in places where they are not quickly obtained.

For refreshments serve fried oysters and Maryland biscuits, the oysters decorated with cress, and follow this course with a nut-celery-and-pine-apple salad, dressed with mayonnaise and served with cream cheese, toasted water crackers, and coffee. Ice cream goblins or brownies would make an attractive dessert, and this might be accompanied by small round sponge

cakes iced in orange-colored frosting to suggest pumpkins. Of course, nuts, popcorn, and fruit would be the proper conclusion for any Hallowe'en feast.

A PIE OF FATE

Almost any one would relish a portion of this wonderful Hallowe'en pie, which can be used as the basis of the whole evening's merriment. Its foundation is a large, shiny, new dish-pan, which is covered with a pasteboard crust decorated with crescent moons, owls, bats, and other uncanny creatures or mystic symbols. A more simple crust is made of black and red, or black and yellow crêpe paper. A black witch from the favor shop completes the decorations. Between the crust and the pie is a most original filling, consisting of small packages wrapped in squares of black and yellow tissue-paper. Each package is tied with coarse black shoe-thread (witch's hair), one end of each strand hanging out between the crust and the pie. In each little package there is a fortune or a joke written in mirror-writing (so that its meaning forms a pleasant little puzzle) and a black cat cut from tissue-paper.

FORTUNES FOR ALL

With a penny for a souvenir the fortune might be:
"You will shortly inherit a large sum of money.

758 The Mary Dawson Game Book

Please find enclosed a small advance payment on your inheritance."

With another copper cent the accompanying slip in mirror-writing could read: "Positively no connection with Monte Carlo."

With a tiny pair of wooden sabots, such as the favor-shops sell for three cents the pair, write: "A street scene from Holland. Indicates that the subject will soon enjoy European travel."

With a striped candy-stick of the old-fashioned kind have this prediction: "Your existence will be long and sweet, like this souvenir."

With a chocolate heart let the message be: "A forerunner of good things for you."

Have a few of the packages contain no souvenirs and have the slips in them read, for additional surprise and fun: "This thread does not count. The Hallowe'ener is entitled to draw again."

Now to enjoy the pie! Place here and there, all around the room, a number of small tables on each of which are materials for funny games to be played by three or four people together. For instance, at the first table have a sort of miniature race. All the preparation needed is a dish of mixed corn and beans—dried and uncooked, of course. The players must separate the corn from the beans, and he who has amassed the greatest number of each when a whistle

is blown must draw one of the prize packages from the beautiful pie.

At other tables other games are arranged and the reward for the winning of each one is a draw from the pie of packages.

FORETELLING THE FUTURE

Young people in their teens and early twenties will want some of the characteristic Hallowe'en divinations, no matter what form the rest of the program may take.

If you have wearied of burning nuts and melting lead, try these novel methods of arriving at the same interesting conclusions:

Suspend a wedding-ring, attached to a hair, over the rim of a goblet, allowing it to hang a little within the glass. Slowly recite the alphabet.

When the ring strikes the glass, note the letter which you uttered as it struck and then begin the alphabet anew. The two letters distinguished by the magic of the ring are written down and represent the initials of the future wife or husband of the subject whose fate is being tried.


Get some funny little emblems in addition to the familiar ones of coin, ring, etc., and hide them in a dish of mashed potato. Each player who wishes to try his or her fate takes a spoon and eats until he finds a

fortune in his mouth. The emblem thus obtained has to do with the life of the one who happens upon it.

THE WITCH'S CAVE

A fortune is an exciting thing always, but add to it the mystery of a witch in her gloomy cave and you have a stunt which will keep your party interested and happy. This is the simple method by which the illusion is created: Cover a table with a cloth reaching down to the ground. The table should be roped off from the approach of the curious. On the table is placed (preferably tacked there) a grocery box with the back knocked out. Cover the frame thus formed with gray wrapping-paper or sand-paper to form a cave. (The back of the cave is left open.) Back of this table, concealed by the cover, kneels the person who operates a marionette.

This person has eyes, nose, and mouth painted on the back of his hand. The closed fist is then enclosed in a witch hat of a pattern which includes a bonnet or frill. The arm to the elbow has a skirt of black crêpe paper or paper muslin. Weird fairy lamps on either side of the opening of the cave add to the effect. As soon as the fate-seeker reaches the cave up bobs the hag, executes a wild dance, and disappears, throwing a fortune envelope to the fate-seeker as she reaches the depths of the cave.



GAMES FOR ADULTS ON HALLOWE'EN

Those who can draw even roughly can outline a large pumpkin on a square of muslin which is stretched taut in the space of the open door. This pumpkin shape is divided off into sections and each section has a number marked in. Give each player one to three darts according to the size of the company. See who can make highest score. Each number hit by a dart counts so many points for the person hitting it.

The same pumpkin can be used as the basis of a blindfold game. Each player is given a dart, then is turned around three times, and is sent to stick his arrow or a tag with his name on it in the pumpkin. Each number marked counts for the player. (This game is on sale for those who prefer to buy.) It could be ordered through the toy department of a large shop.

Distribute cards and pencils. See who can draw the best picture of a witch on a broomstick. Award a candy box witch as prize.

See who can write a four-line poem, introducing the words Witch and Hallowe'en.

Let each peel an apple and toss the peeling through a hoop held by the witch. This hoop should be deco-

rated with yellow and black crêpe paper alternately woven. The fate-seeker must try to throw the peeling so as to form the letter L, which in the game stands for L or Love, as decided on by the person himself. Or the letter R or W, meaning Wealth or Riches, might be chosen. If he succeeds in forming the letter he will realize his desire.

GRAB AND TAP

A big basket of mixed nuts stands on the table. Each Hallowe'ener in turn stands in front of it, plunges both hands in, and withdraws as many nuts as he can. He then proceeds to a spot on the wall indicated by the entertainer and touches the spot three times with his pate, afterward returning to the table. If in doing this he has dropped not one nut he may retain all he holds. If a single nut was dropped he loses the grab.

VARIATION OF GRAB AND TAP

The player grabs as before, but instead of walking to the wall and tapping he proceeds around the circle with his hands full of nuts, bowing to each in person in turn.

THE MAGIC CIRCLE

Then the Magic Circle. Take an embroidery hoop and paint it black and red. You may stick all along



the rim a quantity of ordinary pins and bend them. Bent pins were a favorite diet of the witches according to an old author, Cotton Mather, and besides being appropriate, the pins make the feat a little more difficult to perform. Have ready a feather from a pillow, one light enough to float. Each player, in turn, with a single puff tries to send the feather through the ring. If successful, he will marry happily.

HALLOWE'EN GAMES FOR CHILDREN

Place a big rosy apple on the table. See which child can make the best pencil sketch of it in fifteen minutes. Award as a prize the apple, which proves to have been hollowed out and to contain a bright new whistle wrapped in tissue-paper. Or if you feel that the Anti-Noise Society of the neighborhood will arise in its might against the whistle, insert a tiny pen-knife, which is a welcome gift for either a laddie or a lassie.

A LITTLE GUESSING GAME

Provide three candles in different colors. Light all at once. Then pass around slips on which the players write down their guesses as to the length of time each will burn. The hostess writes down the exact minute of lighting the candles. Half-burned candles or mere ends are the ones to use for this contest.

NUT AND APPLE GAMES FOR HALLOWE'EN


Around the room, before the company assembles, are hidden specially prepared walnuts. These are shells from which the meats have been removed and a slip of paper substituted, the shells afterward glued together again.

The writing on each paper is the same. It should read somewhat after this fashion: "On the stroke of 12 steal silently to the furthest end of the cellar and dig. Keep this strictly secret. To tell any one will break the spell.

Of course, on the stroke of 12 all players will find themselves together in the cellar, which must be dimly lighted only. Digging with tin spoons at the farthest end of the subterranean apartment will reveal little envelopes containing fortunes. The nuts containing the important directions are hidden around the parlor, to be searched for at some stage of the fun.

The question of who is to be married within a year can be decided by a variation of the apple-bobbing sport, which figures in most nut-crack night programs. Take rosy apples or fine green ones and shape them into little baskets with handles.

Write the words "Yes" and "No" on slips of paper and put one slip into each apple. The latter are placed, half a dozen at a time, in a tub of water, where they float, to be fished for by fate-seekers. The



fishing-poles can be made from walking-sticks or rods cut in the woods.

To each attach from half to three-quarters of a yard of twine, and, of course, a pretty bow of ribbon. To the twine tie a specially made large hook of bent wire. Players are blindfolded in turn, and fish thus handicapped until something in the way of an apple basket is caught. This is more easily gotten up than the same idea with nuts already described, but both are pretty and pleasant.

The word written on the paper is an answer to the question of whether or not each will marry within a year. This will be found just as exciting as bobbing for apples, and it does not entail any "mussiness."

MIXED NUTS

- What nuts are twice-told tales? Chestnuts.
- What nut is a sandy coast? Beech (beach) nut.
- What nut should be eaten with bread? Butternut.
- What nut can make a good vegetable soup? Pecan (pea can).
- What nut gives two masculine names abbreviated? Filbert (Phil-Bert).
- What nut is a strong box? Chestnut.
- What nut is a dairy delicacy? Cream nut.
- What nut is the shape of many Oriental eyes? Almond.

766 The Mary Dawson Game Book

What nut names a part of itself and an animal's cry?
Shell-bark.

What nut is a barrier of very dark hue? Black wal(l)nut.

Write the set of puzzles on as many sheets of paper or cards as you have received acceptances, and award as a prize for the best list of answers some little silver trifle, such as a stick-pin or penknife, in one of the small pasteboard boxes, representing nuts, which sell at from ten cents to a half dollar.

Or a bona fide nut search, in which nuts of all kinds are hidden to be searched for, may be a feature of the evening. A gentleman and a lady search together, sharing a little basket between them. Each class of nuts has a different value, and there is a prize for the collection which aggregates highest.

Another novel way to distribute fortunes is by means of a Hallowe'en ghost, with the cellar as its habitat. The basement must be almost perfectly dark, merely a flickering candle lamp here and there.

Only one person can descend to the cellar at a time, but any one who has courage to go alone is rewarded by a fortune. This is presented by the ghost, which is gotten up in the usual way with sheets and mask and to which the darkness lends shivers.

To make this feature appropriate to the nut and



apple frolic, it is only necessary to enclose the fortunes in candy boxes that represent nuts or apples.

The marriage question, if one lacks time to prepare the apple baskets described in the beginning of this article, can be arranged in a somewhat simpler fashion. Each player in turn receives a teaspoon on which is poised an apple, which is further surmounted with a wedding ring.

Any player who can run or walk very quickly around the room without dislodging the ring will very shortly win the person of his or her choice.

The boys and girls may obtain an idea of what the future helpmate will look like by another amusing game. Some time in advance of the party the hostess must cut from advertising pictures and magazine illustrations a number of faces of handsome men and pretty girls.

The faces or the heads alone are used. These morsels of paper are folded into very small space and enclosed in nut-shells, which are afterward glued together. Those containing girls' faces are tied with blue ribbons; those with the men's faces, with pink.

TEACUP FORTUNES

This is a new and pretty means which anyone can get up at short notice for a Hallowe'en revel. The cups, the number of which exactly equal that of the

768 The Mary Dawson Game Book

guests, are arranged on a table at one end of the room. This table is presided over by one of the girls of the family dressed as a witch. Each man and girl in turn is blindfolded and led up to the table. Without removing the bandage, he or she selects one of the cups. In each cup brought away is a morsel of paper folded. No one is supposed to open the paper drawn until all the cups have been gathered up. When all have drawn the papers are opened and are found to contain amusing fortunes written in rhyme and different in every case.

These prophecies are then read aloud to the great amusement of the assemblage. In some cases, though necessarily the work of chance, the hits will be palpable. Thus, a young fellow of the party known to have an absorbing passion for acquiring wealth may have to read aloud:

Beware, beware
Ambition's snare;
Love seeks for thee;
Seek Love and happy be.
Wealth oft-times is dross;
Love's death, life's loss.

While a pretty girl whose secret engagement is suspected finds herself compelled to blush over:

This eve can cast no spell for thee.
Thou knowest well who thy Fate will be,
And covered close Love's secret flame,
All whisper and suspect the name.

Again, one of the young men might find that his slip hit off to perfection "the dearest girl" with:

Big blue eyes, a merry laugh,
A tendency to jest and "chaff."
On Hallowe'en by this know me
Thy first and true affinity.

Reading the fortunes and discussing their respective merits passes half an hour merrily. The teacup with handles tied with ribbon are retained as souvenirs. For the game it is best to have the fortunes written impersonally so as to apply either to man or girl. Or where it is considered difficult to get rhymes to fit either sex, the witch ties one-half the cups with blue ribbon, half with pink, and does not bandage the eyes of the fate-seeker. The man chooses one of the pink-tied cups, the girl one of the blue.

HALLOWE'EN CANDLE

The Hallowe'en Candle is a pastime on a different order, but equally diverting in another way. Here the players sit in a circle, and the person who is to commence the fun is given a rounded stick which he thrusts into the open fire. The flame is blown out, leaving the embers, and the person who is to begin the fun then commences a Hallowe'en story. The narrative is supposed to be impromptu and is discontinued at a very exciting point, when the candle is passed to another player, who continues the recital according

to his or her own invention to a second climax, and passes the Hallowe'en candle on.

This continues until the ember at the top of the stick is extinct. The person holding the candle when the ember dies out is understood to be hopelessly a bachelor or old maid according to Hallowe'en prognostications.

FORTUNE RHYMES FOR HALLOWE'EN

I

Your "future" will come at a church meeting,
A smile, a glance, a word of greeting
Will bring you together and begin it.
And from the first, Cupid's in it.

II

Not very short or very tall,
Not very dark or light
Your mate will be, but yet you'll see
That he (she) will prove just right.

III

You'll remain an old maid, as mother has bid,
Till the end of your days; you'll be glad that you did.

IV

Your own buttons you'll sew to the end of your days
And in time you'll acquire some neat bachelor ways.

V

Fame it will pass you, fortune fly hence,
But a kind loving mate will be true recompense.



HALLOWE'EN EATS

Baked Beans	Brown Bread Sandwiches		
Lemonade or Coffee			
Apples	Grapes	Nuts	
Pie	Mulled Cider		
Doughnuts	Cake	Candy	
Creamed Chicken in Patty Shells			
Salad Sandwiches			
Coffee with Whipped Cream			
Apples	Grapes	Pears	Nuts and Candy
Broiled Oysters on Toast			
Waldorf Salad in Hollow Apples			
Coffee			
Cake	Ice Cream in the shape of Pumpkins		Candy
Beans (Boston Baked)		Brown Bread	
Lemonade or Coffee			
Apples	Grapes	Nuts	Peanut Brittle
Pumpkin Pie			
Mulled Cider	Doughnuts		
Fudge	Apples	Bananas	
Creamed Chicken in Patty Shells			
Salad Sandwiches			
Coffee			
Apples	Grapes	Pears	Nuts and Taffy
Broiled Oysters on Toast			
Waldorf Salad (can be served in Hollow Apples)			
Coffee			
Cake	Ice Cream in the shape of Pumpkins		Candy

AN EATLESS DINNER FOR THANKSGIVING SEASON

To few banquets is it given to delight the guests with extreme novelty in every course without costing mine host or hostess a pretty penny. For such a feast you must plan an Eatless Dinner, going about it in this way. Issue invitations informally worded, as for a conventional dinner, as for illustration:

My Dear Mr. Bliss: I hope you can make one of us at an Eatless Dinner on Wednesday, November 25th, at six P. M. Trusting that nothing will interfere with the pleasure I should have in welcoming you on that date, I am,

Very sincerely,

JANET MORROW.

When guests have assembled, pair them off in some lively way "to go in to dinner together." A new plan for the pairing off could be based on different kinds of "eats." It would be new and funny to distribute among the girls slips of paper on which incomplete quotations regarding different foods are written. Each quotation to have the subject-proper omitted. Thus, from the quotation, "The world is mine oyster," etc., the word Oyster would be left out. At the same time that the girls receive the quotations, pass to the young men sketches or illustrations of the foods to be guessed. Thus, if the quotation from Shake-

speare above suggested is issued, one of the young men present would receive a drawing of an oyster. Most women can sketch sufficiently well to make a recognizable outline of an apple, pear, a loaf of bread, or a pie, or they have an acquaintance who can do so without trouble, but edibles clipped from illustrations and advertisements could be used instead of sketches. Mount them on cardboard, and if there is time for it, tint them daintily with water color. The fact that the food product is presented in a more commercial form than the quotation calls for will only contribute to the fun. Thus, if the verse mentions wheat and the completing picture is a wee box of some wheaten breakfast product with the name on it, the effect will be mirthful and carry out the idea.

When all have found partners, the gentlemen offer their arms to the fair contingent and conduct them to the dinner table as if for a conventional dinner party. The dinner table should be prettily set forth with fall chrysanthemums and candles shaded to match the flowers in hue. Table silver and "eats" there are none. At each girl's place lies a folder of cardboard which is described in decorative lettering on the outside as "Menu" or "Bill of Fare." It also serves as a place card, having the name of a girl on it and a pencil attached with ribbon. The partner of the lady occupying each chair is, of course, seated beside her.

Guests are laughingly advised to "keep an ear open

774 The Mary Dawson Game Book

for the dinner bell." When this sounds the fun begins in earnest. At the first ringing of the bell the men begin to whisper edibles beginning with the letter A, which the girls hastily inscribe on their cards. Artichoke, Apple, Almond, and Apricot are examples, and show how diverse the terms may be, but the excitement of discovering them can only be realized by playing the game. In the scramble the commonest terms and dishes which appear every day on the home table seem rarer than fruit from the Philippines or delicacies from the far East. The explanation of the game should be written on the inside of the folder, which, the hostess requests, be not opened until the dinner bell rings. In this way it is impossible for any one to prepare a list in advance. When the bell rings a second time the gentlemen rise and progress to the seat ahead. With the new partners thus obtained, their task is to dictate edibles beginning with B, which the girls must write out. Bran, Bean, Bread, Bun, and Banana are illustrations. Another bell signal means a second progression for the men and here words beginning with C—Cherry, Chocolate, Caramel, Custard, Cream, etc.—will be in requisition. The progression of the men continues until each letter of the alphabet has been taken in turn. Then the lists are collected and the percentage of correct answers totaled up. The girl whose list of correct answers is longest wins a prize, and has the additional pleasure

of naming some man in the company upon whom she would like to bestow the additional award as having been most helpful in building her menu.

Bottled good things, stuffed crystallized fruits, and specially desirable candies in attractive boxes are among the best selections for an Eatless Dinner prize.

After the eatless meal the maids can quietly lay silver and service plates for a meal not of the eatless kind which the entertainer provides to round out the evening.

INVITATIONS FOR THANKSGIVING

There are many funny ways of getting up the invitations for Thanksgiving that will add a dash of fun and originality to your party. For one such cut little pumpkins out of yellow wrapping paper and color with water color in yellow and green. Write the invitation as follows:

Dear Neighbor: This goes to you, heartily inviting you to visit the Pie Factory at Rose Cottage on Thanksgiving Eve at 8.30. Pies from our own trees in abundance. Come eat your fill.

ST. JOHN'S SUNDAY SCHOOL COMMITTEE.

Or cut turkey shapes out of cardboard or paper and write on them as follows:

776 The Mary Dawson Game Book

Dear Parishioner: Can you come visit Turkey (not in Asia) on Thanksgiving Eve this year at the Parsonage? We will look forward eagerly to a line from you saying that you can attend. Sincerely yours,

HOPE SODALITY.

This last invitation is the foundation of a Turkey Party, where games based on turkey or turkeys are played and turkey figures largely in the refreshments.

FOR A JOLLY THANKSGIVING

A new and jolly way to entertain friends at Thanksgiving time is "Going a-Marketing" for the great dinner. It is one of those lively runabout contests which people enjoy most. Secure from a toy store or favor shop a toy market-basket for each guest, the basket to be retained afterward, and use the little candy vegetables and fruits for the game. Or, if time is short and expense must be avoided, give each player a cheap basket of some kind and use the vegetables and fruits which are in the larder at the time. Where the number of boys and girls is equal, a couple can play as partners.

In each basket have a list of the vegetables which will be required to fill it according to the rules of the game. Those who prefer a simple version can have the names written out in full, without attempt at puzzles, but it adds to the interest if each name is jumbled so as to be not easily recognized. Or it may

be given in the form of a puzzle. Thus a leek would figure as "a serious waste," and so on. The fruits and vegetables are to be hidden around the room, having the hiding-places as unexpected as possible. Players stand in line holding their baskets. When the music breaks off, which should be suddenly, as in the middle of a measure, all break ranks and begin to market for Thanksgiving. The first person to present a full market basket to the entertainer should receive a big cardboard vegetable filled with candy. Or a basket of choice fruit could be awarded. If invitations are issued for this frolic it can be called a Marketing Party, and the invitations might be written on shapes cut from cardboard to suggest market baskets with lids thrown back. Serve the following refreshments after the game.

A CRANBERRY SOCIAL

A game played with cranberries, which I described in November of last year, was so much enjoyed that it occurs to me to suggest a whole program made up of cranberry games. The pretty little berries are obtainable where novelties are not to be had and the party is, therefore, one which any girl could give.

If you can get berries for the decorations as well as for the games, decorate the ceiling with strings of them swung gracefully from wall to wall crossing and interwoven. Here is a batch of capital games:

1. Have a handful of cranberries afloat on a tub of water and see who can stab most of them with a hat-pin. The younger lads and lassies may enjoy "bobbing" for them after the manner of apples at Hallo-we'en. 2. Let the men make necklaces for the girls and the girls watch-fobs for the men by stringing the berries, and let partners wear the "jewelry" so produced, prizes being awarded, if you wish, for the handsomest specimens. 3. Again, take sides, having the number in each side as even, and give each player a needle and thread, the latter to be covered with the cranberries. As each player completes his thread he ties it on to the rope produced by his division. All members of the division making the longest rope draw for a prize. A signal, for instance tossing a handkerchief or ringing a bell, is given for the start and finish. 4. For another game equally lively let all take sides and have the divisions sit facing each other. Each division has a bowl of berries at the head of the line and an empty bowl at the foot. Each player is armed with a teaspoon, with which to lift and pass the berries one at a time. Any berry dropped must be returned to the bowl.

When the empty bowl has been filled, the cranberries are shifted back to their starting-point. The division first to send all its berries along the line and back draw for a prize. 5. Or arrange a most laughable handicap. Each boy obtains a partner among the

girls, to whom he offers his arm. Holding knives in their free hands, each pair must circle the room three times, holding a cranberry on a knife-blade. If the berry is dropped, it must be picked up without unlocking arms and carried back to the starting-point, where the race begins anew. Let the piano play a lively tune to keep the handicappers going at a brisk pace.

For a cranberry social this simple but satisfying refreshment might be served:

MENU FOR A CRANBERRY SOCIAL

Salmon Croquettes or Creamed Mushrooms in Pastry Shells
Graham Bread Sandwiches Celery
Cranberry Water Ice or Cherry Water Ice
Cocoanut Layer Cake

A SPINNING-WHEEL PARTY

For a "just girls" party at Thanksgiving time, the motive of the spinning-wheel is a pretty one with its suggestion of Colonial days. Cut spinning-wheels out of cardboard, and on each write the place, day, and hour and "Spinning-Wheel Party."

It would be cunning for the entertainer to prepare paper caps of Puritan shape for the girls. Or a girl handy with her needle might like to prepare some really attractive souvenirs in the form of Priscilla caps and kerchiefs made of batiste or soft mull. If possible, have an old-time spinning-wheel figure in the decorations and have others made from cardboard.

780 The Mary Dawson Game Book

For amusement get up a prize-puzzle game, consisting of appropriate questions, such as:

What do you know about flax?

What is the difference between linen and cotton?

What is a distaff, and of what is it a symbol?

These and any number of other appropriate questions can be worked up in an hour from any good dictionary or encyclopedia.

Award a toy spinning-wheel filled with candy as a prize. Or make a pin-cushion doll for the prize, dressing it like Priscilla. Round out the evening with any number of the jolly games described in the September number and serve refreshments on the order shown in the spinning-wheel menu.

MENU FOR A SPINNING-WHEEL PARTY

Creamed Turkey with Mushrooms in Toast Boxes

Hot Soda Biscuit and Butter

Cocoa or Coffee

Ice Cream molded like ears of Corn

Molasses Popcorn

MENU FOR A MARKET PARTY

Hot Roast Turkey Sandwiches

Hot Coffee

Beaten Biscuit

Macedoine of Vegetables (Cold)

(Served on Lettuce Hearts dressed with Mayonnaise)

Crackers

Cheese

Nut Layer Cake

Fudge

A THANKSGIVING PHANTASY

Original games and features planned as a party.

To entertain a fun-loving crowd at the season of the great American festival with a minimum of expense issue invitations for a Thanksgiving Masquerade and Eatless Dinner. Use correspondence cards or note paper decorated with Thanksgiving turkeys, vegetables, and fruits in attitudes highly fantastical. For instance, a turkey could be presented in a belligerent attitude, wearing boxing gloves or wearing a coat and hat with umbrella under his wing, and hurriedly departing the scene. Pumpkin Pie, with his crimped edges forming a halo, can be represented cutting a caper which would do credit to Sir Andrew Ague-Cheek.

As the players arrive on the appointed evening the hostess distributes little folded slips on which are written the names of edibles which go to make up the menu of a Thanksgiving Dinner. These slips enjoin upon the players to keep secret their edible identities and to "express themselves in pantomime only." When the signal bell rings, each animated portion of the bill of fare is asked to search out his or her edible affinity, recognizing him or her by means of the pantomime. Three prizes are in store, it is announced, which will be awarded to the three couples who are first to mate. Here are examples of the affinities and their pantomime to elucidate the idea.

Mincemeat, chopping the air with an imaginary knife, illustrates that he is finely cut and adds much seasoning as he progresses around the room. Crust, his affinity, is very crusty in her demeanor.

"Crackers" explode imaginary ones of the patriotic sort, and Cheese, his affinity, imitates a nibbling mousie or makes funny childish "cheeses" with her skirts.

"Pepper and salt" shake imaginary cruets, and "pepper" has fits of sneezing in an endeavor to be quickly recognized by his partner.

"Ice Cream" turns an airy crank, and "cake" goes through the diversified motions of cake making.

"Oyster" opens shell after shell and "soup" stirs, steams, and tests with a spoon.

Recognition and all must be in dumb show, and any masquerader who is overheard to ask a question direct forfeits his chance of a prize.

For first prize an artistically decorated basket of fruit would be a capital choice, the second might be a cardboard turkey filled with chocolates, and the booby a natural pie or large tart.

THANKSGIVING COTILLION FIGURES

Some pretty figures with a Thanksgiving flavor can be introduced into the November cotillion. For instance, there might be one where all the dancers

receive wands tipped with bunches of yellow paper chrysanthemums. These are used in forming an arch in the same way as for the popular rose figure. One by one the couples dis sever themselves from the rest of the arch, dancing under it, and this continues until the arch has completely dissolved and all are dancing.

II

Then, as in the pretty egg figure so much used at Easter time, a circle can be formed with long-stemmed chrysanthemums, or if preferred, with apples or fruits. Each couple waltzes within the circle and without disturbing the rest, there to pick up two of the favors which form the ring.

III

Another extremely pretty one could be arranged in this way: Each lady of the party is given a basket, and dishes of fruit, preferably of the candy order, but not necessarily so, are arranged on a nearby table. As the couples dance by the fruits each man secures one to drop into his fair lady's basket, this continuing until all the varieties are represented in each receptacle.

GAMES AFTER DINNER

I

See who can make the best sketch in twenty minutes, the sketch in some way to relate to Thanks-

784 The Mary Dawson Game Book

giving. If no apparent connection exists, the artist must write an explanation, drawing out the meaning. The ludicrous explanations will often add much to the fun of the exhibited sketches. This game can be used for other feasts, changing only the subject of the sketches.

II


Draw a big gobbler on a square of muslin and tack it up after the fashion of the familiar donkey game. See who can blindfolded pin on the missing head.

III

Cut some paper of any kind into squares, or tickets, having one hundred and twenty of these. Over these slips distribute the letters of the word turkey. This will give twenty complete sets. Hide these around the room. Drop a handkerchief, on which signal all set forth in search of the slips. The word can only be built up from the beginning—that is, no player can lawfully take the second letter from its hiding-place until he has possessed himself of the first. The three who are first to complete the word win prizes.

THANKSGIVING NIGHTMARE

In this game the Thanksgiving dinner eater is supposed to dream that he finds himself surrounded by turkeys of enormous size which he is endeavoring to



catch. The dreamer is the blindman as in blindman's-buff, and the other players are the turkeys who obligingly "gobble" around him to show their whereabouts. As soon as he has captured a turkey his nightmare breaks and some other player gets it.

GAMES FOR THANKSGIVING

I

Transpose the letters in the names of each of twenty-five fruits and vegetables. Write each separately and number it, leaving a blank opposite it on the card for the answer as the player when the player has worked this out. Award a prize to the boy or girl who in twenty minutes has found most names of fruits of the earth.

II

Give each a folded slip on which is written the name of some vegetable which is to be drawn. At the end of ten minutes the hostess collects the sketches and pins them upon the wall, after numbering each, of course, and players are asked to write down "The contents of the market basket," that is, the names of all the fruits of the earth which they think figure in the sketches. Award a prize for the great number guessed, and another if possible for the sketch considered best despite the haste in which it is drawn.

III

Give each the word Thanksgiving written on a card, and ask him or her to find in it by juggling the letters around the name of something for which he is profoundly thankful. A prize can be awarded for the cleverest "find"—often pure imagination on the part of the gamester. Then offer a second reward for the best reasons explaining the players thankfulness for the thing or quality in question. This is a capital game for bright, witty people.

IV

See who can in twenty minutes write out the best menu for a Thanksgiving Day Dinner. The decision to be made by three persons appointed as judges.

V

Give each player a card and ask him to draw a picture to the best of his ability representing something for which he is profoundly thankful at the present moment. Then pass the picture and let all guess to what blessings are represented.

THE PURITANS

It would be a charming surprise to have the guests greeted as they arrive by one or two players costumed as Puritans. For instance, as John Alden and Pris-

cilla. In the case of a youthful gathering these early Americans could give a little dialogue, bringing in the difficulties and hardships encountered by the first settlers on our shores.

REMARKABLE MODELING

Give each player some paraffine wax, some modeling clay, or even, if you are out for the fun and there is no one to shock, a package of chewing-gum and a meat-skewer or toothpick on which to hold it after being removed from his mouth. Then ask him to fashion from this plastic material the image of something for which he is profoundly thankful just at present. Exhibit the models, let the company guess what they represent first of all, then award prizes for the best model and for the best guess.

CHICKEN CORN:

Secure some of the pretty candy which so exactly imitates "chicken corn." Have spread out a clean sheet around which all the children kneel. Scatter some of the corn on the sheet and let the chickens scramble for it. It can be tied up in a tissue-paper bag above the sheet, and each child blindfolded and sent to burst the bag. The child who finally bursts the bag should have a special share of the corn. Where the children are of the boisterous age make the boys scramble first and the girls in a second relay. This

788 The Mary Dawson Game Book

corn costs thirty cents a pound and is splendid for filling the little turkeys of cardboard to serve as prizes or favors.

Another way to use the corn would be to hide it around the room as you do peanuts for a nut search and have the children hunt for it, each retaining what he or she finds.

Let the younger members of the party contribute to the fun by contests in which two persons facing each other eat slices of pie of exactly equal size, and the object is to see which can first get upon the outside of his piece leaving fewest crumbs. The same game can be varied by making it a forfeitable offense to smile.

A PUMPKIN PARTY

Invitations for a Pumpkin Party, another attractive entertainment for Thanksgiving Day or season, are written on pumpkin yellow paper. Or white sheets decorated with sketches of grinning pumpkin heads in lieu of monogram can be utilized.

The rooms should be illuminated with pumpkin lanterns or with paper lanterns in the appropriate shade.

Replace the flower-bowls or vases with hollowed-out pumpkins or squashes cut in half, across or lengthwise, and filled with chrysanthemums or other Fall flowers. Smaller specimens can hold fruit and bonbons.

Have a pumpkin game arranged as follows:

Take apples and place them in squares of reddish yellow tissue-paper. Fold the paper upward toward the stem and tie. After the proper creases have been put in the result will be a very realistic-looking little pumpkin.

Arrange these imitation fruits in a row and give each gentleman a spoon.

When the signal is given each tries to spoon up his pumpkin. This done it must be carried as swiftly across the room, placed on a table, and then brought quickly back to the starting-point.

The player first to accomplish the feat wins a prize, or a single point toward the prize to be awarded at the end of the games.

A scramble game, with a pumpkin flavor, would be both amusing and timely.

This can be prepared in two ways of which I will describe the simplest first. Cut several sheets of note paper into small squares or fragments.

All are left blank but one, and on this is written the word Prize.

The papers are thus collected together and folded up in a square of orange-yellow tissue-paper, which is shaped to resemble a pumpkin.

Top off with a spray of tissue-paper leaves and have two narrow green ribbons fastened at the top and falling out over opposite sides of the fruit.

790 The Mary Dawson Game Book

When the game is to begin the hostess or someone who does not enter the game pulls these ribbons, thus tearing the pumpkin open and scattering the scraps.

The players scramble for these and the one winning the slip marked Prize receives a candy box pumpkin filled with sweets.

For the second version the pumpkin is made in the same way, but tiny inexpensive gifts are substituted for the papers and each retains the trifle captured.

PUMPKIN PIE

A laughable blindfold game is based upon a particularly large specimen of the Thanksgiving delicacy—pumpkin pie. This should be at least twice or three times as large as the usual dainty.

Each player, in turn, is lead to the table blindfolded and given a huge knife with which to cut.

He is supposed to cut a slice for himself holding his left hand behind him. As he is presented with the slice thus cut, whether it be generous or sparing, depends on himself.

Another exciting game consists in seeing who can make the longest necklace of pumpkin seeds in a given time.

Needles and thread are distributed and a bowl of the seeds arranged in reach of the company.

If there are many players, have a bowl of seeds for each small group.

When the hollowed-out pumpkin is used for a Thanksgiving centerpiece, either in the capacity of flower-bowl or fruit dish, a very charming complement is a pumpkin vine with pretty yellow pumpkin blossoms in tissue-paper.

Thin wire and green and yellow tissue-paper are the only necessities.

While any arrangement could be adopted, the plan of the original affair was to have the vine surrounding the pumpkin in the form of a loose wreath. The ends trailed away over the cloth in pretty arabesques of green and yellow.

These tendrils encircled the candlesticks, bonbonnières, and hors d'œuvres, some of which were arranged in hollowed-out baby pumpkins.

A THANKSGIVING PIE PARTY

The mere name of that distinctively Yankee feast, whose modest beginnings were laid by Governor Bradford in 1621, rises in the mind enveloped in a spicy aroma of mincemeat, and attended by a succulent train of homemade pies of every variety. No genuine celebration of the proclaimed date has ever been considered complete without its groaning pie shelf. When the Revolutionary War made it impossible to buy raisins for love or money, the resourceful Colonial dames dried their large red cherries as

792 The Mary Dawson Game Book

a substitute and pies were plenty and as good as usual.

Since our national dainty is so inseparably connected with Thanksgiving, the entertainer who wants a lively funny plan for her late November party, and one which will not tap the family till to heavily, could arrange the merrymaking as a Pie Party. Certainly it would be new and jolly and would cause a lot of fun. Invitations, games, and refreshments could all abound in pie and "pi."

For the invitations have two sheets of thin cardboard or heavy paper, preferably cream colored, with one of contrasting hue (brown is best) between them. Hold the three sheets securely together, with edges even, and then cut them into as many wedge-shaped pieces (suggesting sliced pie) as there will be invites to issue. Bind each wedge together with baby ribbon drawn through two perforations. Scallop the blunt edge to further suggest pie. On the inside write the invitation with the letters in each word pi-ed, so that those invited must work out a puzzle to arrive at the meaning of the communication. On the outside, the crust, write in festive red ink that delightful pie verse from J. G. Whittier's poem, "The Pumpkin," but change the words New England to Thanksgiving in honor of the date:

"What moistens the lips and what brightens the eye,
What calls back the past like the Thanksgiving Pie."

AND NOW THE GAME OF "PI"

Instead of a conventional contest or game have a round at recognizing different contents of the pi shelf. Using a box of angram chips, prepare in advance a pi for each member of the company. Use the words for pi making which are connected in the mind with Thanksgiving Day. For instance, Proclamation, Plymouth, November, Bradford, and so on. Have all the pi's in readiness, and when the game is to begin hand each player one jumbled on a small tin pie plate. The player first to work the letters back into place and to call out the word so formed receives first prize, the second one to do so receives second, and the last a booby.

Short quotations relating to Thanksgiving or suggesting the season might be pi-ed and written on cards which are pinned up around the room. Each guest receives pencil and paper and a half-hour is allowed for riddling out the different pi's. Each card should have a number on it by which the answer to the puzzles can be identified on the answer slips. Here are some quotations that are brief and appropriate to begin your list.

1. Bluff old Winter's hearty cheer.
2. Draw near the board with plenty spread.
(Phœbe Cary.)
3. Then shall he offer with the sacrifice of Thanksgiving. (Scripture.)

4. Heap high the board with plentous cheer and gather to the feast. (A. L. Brotherton.)

5. Hurrah for the Pumpkin Pie! (Lydia Maria Child.)

Later in the evening, when the time comes to get the couples marching en route for the supper table, why not a hilarious round of "Walking for the Pie," a Thanksgiving version of the Cake Walk with the New England dainty as a prize? Have a mammoth specimen of such proportions as the small boy dreams of on Thanksgiving Eve, displayed upon the table as an incentive to endeavor in the walk, and let each man secure a partner as for a dance. The hostess gives the signal for the Walk to begin and afterward acts as judge.

WHAT TO SERVE

Do not plan an elaborate or an inexpensive supper for a Pie Party. The Thanksgiving dainty itself (represented in its different metamorphoses of mince, pumpkin, and apple), with coffee, cider, or lemonade, make just the right refreshment for the occasion, and under ordinary circumstances, will be quite enough. Where guests will come from a distance and bring long-distance appetites some nice varieties of sandwiches, such as tongue, lettuce mayonnaise, and Swiss cheese would make a good choice.

HUMAN MECHANICAL TOYS

A new plan that is proving very successful in entertaining young people is to begin the evening with a short programme of amateur dramatics followed by games, or dancing and "eats."

It would be a capital idea to lead off a merrymaking at Christmastide with an exhibition of human mechanical toys impersonated by the older young people. Young people home for the holidays would find an affair of this kind a complete and delightful change from the festivities of other years.

Arrange the exhibition as a little play, introducing it by a short and funny dialogue between a foreigner who is an inventor and manufacturer of mechanical toys and an American toy merchant who thinks of purchasing some of the stock in trade. One by one the toy merchant opens large pasteboard boxes that are revealed on the stage when the curtain goes up and takes out of them "toys" which he proceeds to put through their paces.

The Mechanical French Doll which trips across the stage in halting steps, opens and closes her eyes, and says Papa and Mamma is a specially fascinating feature to children.

Then, too, a youthful audience would probably be enraptured to see a circus clown, who with funny jerky movements cracks a long whip at the same precise

moment that a wide mechanical grin develops across his physiognomy. A pajama pattern (girl's-style, double breasted) makes a good one to cut a clown suit by. Add big buttons or pompons to the front of the jacket and add three to the cap, which should be of the paper or muslin over a cardboard frame.

The mechanical charwoman, a part for one of the girls, should wear a dress of rather pronounced check or plaid with tight-fitting basque and unfashionable skirt. Her hair should be brushed back flat over the forehead and tied in a tight unfashionable knot. She is revealed kneeling beside the pail, the hand in which her brush is poised expectantly in the air. After being "wound up" by the inventor (a piece of funny business introduced in the case of every toy) she dips her brush in the pail, rubs on soap, and scrubs the floor with three short, quick strokes before dipping once more. Or a housewife with a broom which sweeps over and over in an extremely limited range could be used instead of the charwoman. The expressionless face that every toy is supposed to assume adds to the fun of the performance.

The Goddess of Liberty stiff as a statue, waving an American flag would be a good choice, and so would Santa Claus unloading his pack. The list can be lengthened to include a dozen figures or more, but the few given here will illustrate the idea.

After the theatricals have a series of jolly games, for

instance, the funny one called Spooning. This can be played either with a large wooden spoon or with a tissue-paper "broom." Make a wide circle to include all the players but one, the one omitted from the ring to stand inside it. This inner player is blindfolded and holds the spoon or "broom." When the music sounds the ring of players dance in a circle around the blind-man, who signals with the spoon when to cease the motion. The spoonman then has the privilege of "reading the features" of any player in an endeavor to discover his identity. This is done by moving the spoon slowly over his or her face. The idea is not, of course, that the features can be so identified, but that the victim with exclamations and protests will give away the secret. As soon as the spoonman has identified someone, the identified player takes his place in the circle.

For another frolic that will be new and catchy give each boy or girl a stocking, either the worsted ones grandmother knits for out-of-doors, or Christmas affairs of red silicia or net. The object is for each to fill his stocking as far up as he can by winning the candies, nuts, apples, and oranges offered for those who are cleverest in different stunts. Simple stunts may yet be new and fascinating, as where three or four children contesting at once each hold two apples, the object being to see who can longest keep his apples in the air without a fall, manipulating them with both

798 The Mary Dawson Game Book

hands as the juggler does at the show. The child out of each four who wins could receive a barley sugar candy, a nut, an apple, or other simple tally. Then the child who fills his stocking most quickly could receive a souvenir, or, if you do not wish to have prizes, give him a place of honor with some special part to play in the Christmas tree exercises after supper.

A good supper menu for boys and girls would be:

Creamed Turkey in Homemade Pastry Shells
Salad Sandwiches made with Milk Biscuit, or Rolled Celery
Sandwiches made with Mayonnaise
Frozen Plum Pudding Christmas Cake
Lemonade or Grape-juice Punch
Roast Chestnuts

CHRISTMAS DAY REVELS

We grown-ups annually steal for ourselves a goodly portion of the loveliest festival of the year to be enjoyed after our own fashion, but, in reality, the feast belongs to the little people.

Those who are fortunate enough to have a house full of young folks will readily bear testimony that no adult Christmas party is half so pleasant as preparing for the juvenile celebration and afterward assisting at the revels thereof.

For one of these have a Christmastide ball containing gifts. The foundation of the ball consists of

several barrel hoops crossed and nailed together at the intersecting points. In this, just before covering with crepe paper, have packages consisting of sly jokes rather than expensive gifts.

Thus for the child whose stumbling-block is lack of punctuality there is a toy watch. For the boy or girl who is a gourmand Santa has a "powder"—a little powdered sugar in a powder paper marked, "To be taken for indigestion." For the best students among the young folks Santa has big medals cut from cardboard and covered with silver paper, and so on. The elders, too, may be remembered in the same laughable way. Of course, this plan is usually available only for a purely family gathering. Where there are guests Santa's pack can contain Christmas cards, fortunes written in rhyme, or little quarter-pound boxes of sweetmeats.

Still, on the subject of novel ways to distribute gifts, one method which never fails to make fun is where the souvenirs—whatever their nature—are tied up in bundles or boxes and the children must march around the room balancing these rather unwieldy things upon their heads. Each child is promised the contents of the bundle which he is able to balance throughout the march. Those who fail to win may receive theirs by way of a surprise as they are leaving for home, or retiring from the scene.

800 The Mary Dawson Game Book

When the young folks will be in costume, they may impersonate such famous characters as Dombey, the Princes in the Tower, Tom Thumb, Tiny Tim, the Marchioness, Little Nell, Baby Stuart, Lady Jane Grey, Lord Fauntleroy, Alice Through the Looking Glass, Peter Pan, Snow White and Rose Red, Simple Simon, Jackanapes, Tom Brown at Rugby.

First on such a programme would come the assembling and grand march of the characters. Then cards and pencils would be distributed for the guessing. The name of the character, as it is supposed to be, is written opposite that of the boy or girl so disguised. Prizes are awarded and then the music arrives. Nothing could be merrier for this occasion than the old-fashioned square dances—Sir Roger de Coverley, the Lancers, etc.

If little tables are available, it will delight the children to have the refreshments served at these. Seat three kiddies at each table and have the center of each wee board decorated with a bowl of holly and mistletoe.

A pastime that at Christmas time amused and interested some little people—who are among my intimate acquaintances—was a cut-out game. Each boy or girl had a blank book, on the cover of which was written in fancy lettering, the title "'Twas the Night Before Christmas." On the first page was written the deathless poem, and the fun of many an afternoon

hour consisted in hunting for all the things mentioned or suggested by the lines. The pictures were obtained from back numbers of magazines and newspapers, principally among the advertisements, and great was the competition in securing them. Each book finally boasted several likenesses of St. Nick in various holiday poses; also of deer, of sledges, chimneys, and so on through the poem. The toys which most pleased his fancy for this pack were also supplied.

This game might well be extended to the children's party, and, by giving each youngster a blank book with a pair of inexpensive scissors attached, at least an hour of pure enjoyment is ensured.

A big basketful of advertising literature, cards, and other illustrated matter is provided by the person in charge, and if desired a prize can be offered for the neatest and cleverest book. The book with scissors, the latter costing but a dime, can be retained as a consolation prize or souvenir.

A bubble party at Christmas time can be made specially charming by combining it with the idea of Christmas gifts, of holly, and other Yuletide emblems.

Let one of the games be that of bubble-blowing for Christmas gifts. For it the pretty white pies are tied with holly ribbon, while the Christmas gifts to be blown for are done up in crisp white paper and have little sprays of holly drawn through the cord.

Stretch a tinsel cord or a wreath of evergreen across

802 The Mary Dawson Game Book

the room and have all the pretty bundles hang from this. The children stand at a prescribed distance from the gifts and blow their bubbles in an endeavor to have them reach the packages. When any child has touched a holiday package with a bubble the contents of the former belong to him.

Another version of the same good contest is one which can be played with a lesser number of gifts. Here a target painted with the word Xmas is set up and the object becomes to see which player can hit it oftenest, the missiles being the same airy little projectiles used in the preceding game. Each child blows in turn, and the one scoring highest wins a prize.

In another round a garland of evergreen might be stretched over the table (and slightly above it) when all endeavor to blow bubbles over the green.

When the green is drawn across the room on a line with the players' arms the bubbles are to be blown over or under, according to the directions given by the leader, who changes the order from time to time and finally awards a prize for the highest score.

Or a long alley can be formed by means of garlands of green arranged taut about three feet apart. Down this alley the children endeavor to blow their bubbles in such a way that the fairy ships will be wafted down channel (in which case they win a point) instead of going to one side or the other, in which event they count nothing.

Now let the little people gather around a table in the center of which there is a pile of candies of any kind, for instance, mixed goodies. On the top of the pile stands a figure of Santa Claus. Have on hand a sugar tongs with which each child in turn removes a candy from the pile. If he can do this without toppling over the Santa Claus he can retain the candy, otherwise he must return it to the pile. The player who has not once overthrown the Santa Claus in his play should win this figure of the Christmas saint filled with further candy. If there are several children equally deft, they can draw for the prize.

A POINSETTIA SOCIAL

For a Poinsettia Social for the children secure six or eight inexpensive holiday cards, having poinsettias on them. Cut these into small pieces and hide them around the room. Send the children to find the pieces and to try to make a whole card from them. If any child succeeds in piecing together a whole card, give him one which has not been cut as a reward for his cleverness.

The children are told to exchange pieces in playing this game.

CANDY BEANS

Then there is a guessing game, in which a glass jar is filled with candy beans. Each child whispers to the

804 The Mary Dawson Game Book

grown person in charge the number of beans which he thinks are in the jar and this guess is written down opposite his or her name. The youngsters should be cautioned to consider the question carefully, as once a number is given it cannot be reconsidered. The one whose guess is nearest the number wins the jar of candy. For some parties this game would be rather difficult, perhaps, because of the presence of little guests who cannot count. In such case the jolly one of candy jackstraws could be substituted. For the jackstraws use the barley sugar sticks and make the little hooks of meat-skewers.

GAMES FOR HOLIDAY WEEK

A "Christmas Holiday" program differs from a party given at any other season in being made up of players of any and all ages gathered in by the family reunion.

And while for the same reason it is often the most delightful of the entire year, the necessity of discovering games simple enough to be within the scope of the younger members of the household and not too strenuous for their elders, renders the festivity something of a problem to the entertainer.

Here are games worth playing for this occasion:

HOLIDAY GREETINGS

A new and most exciting game with which the program opened is called Holiday Greetings.

Here each player receives a long strip of cardboard, one side of which is decorated with a spray of holly sketched in water color.

A scarlet pencil is attached with green ribbon passed through perforations at the top of the card, the combination giving the Yuletide colors red and green.

The fun consists in seeing who can within a given time secure most holiday greetings from other players. Each person uses the same formula, "Happy New Year"—signing it with his initials.

Any greeting not written out in full counts nothing. Signal for the start is given by the mistress of ceremonies.

As soon as this sounds the scramble begins.

As each player, while himself struggling to obtain greetings, is at the same time being importuned for his own good wishes by other participants, the mirth can be readily imagined. One greeting only from each fellow-competitor is allowed by the rules. At the end of about half an hour the bell rings a second time. Cards are collected and greetings counted.

The player having most greetings to his credit receives a trifling gift in appreciation of his cleverness.

ILLUSTRATED CHRISTMAS GIFTS

Another novel contest, called "Illustrated Christmas Gifts," is played sitting down.

The chairs in the room are placed in pairs, each pair back to back. On one chair of each pair is placed a small tablet and a pencil with a rubber top.

Folded slips of paper drawn from a basket decides which members of the company shall play as partners.

These players occupy the seats back to back. The fun consists in having one player draw a Christmas gift from a description given by his or her companion, who describes the object in question without mentioning its name.

Simple objects only are chosen, such as a doll, a box of candy, a ring, a pair of gloves, and similar everyday selections in the way of gifts. The question of which would describe and which illustrate is decided by the couple working together.

Under no circumstances is the person describing allowed to catch a glimpse of the sketch until this work of art is completed. When the sketch is finished chairs are reversed and the describing player reveals the true name of the object whose description has been given. This is then written below the picture drawn, with the initials of the artist.

At the end of fifteen minutes the sketches are collected by a committee appointed to judge them, and their merits were privately pronounced upon.

One prize is awarded for the sketch best illustrating the object whose name is written below it. A second gift is awarded to the describing partner, to whose brilliant description a great portion of the success is doubtless due.

HIDDEN GUESTS

Hidden Gifts is a distant cousin of that time-honored favorite, Magic Music, but in a new and fascinating guise suited to the season of holly and mistletoe. A trifling gift for each member of the party will have been tucked away in a Christmas box, trimmed with garlands of green.

This box is hidden away in a cannily chosen spot in one of the rooms to which the Christmas revelers have access. Headed by one member of the party, whose eyes are blindfolded, the company then form in a long, laughing procession and the magic music begins.

If the blind leader is approaching the gift box the music rings out loud and joyously, but if the wrong direction is being taken the strains are low and dolorous. Having once chosen their leader the revelers have no choice but to follow him until the box is reached, be their own private opinions what they may.

A most hilarious experiment it proved. Names on the wrappers indicated for whom the gifts were intended when the box was finally captured and opened.

ANOTHER GIFT GAME

Another gift game which would be appropriate for any entertainment between the beginning of the holidays and Twelfth Night is an original version of the once celebrated Huckle, Buckle, Beanstalk of our grandmother's day.

A tiny gift, which might take the form of a silver stamp case, is enclosed in a jeweler's box and wrapped most inconspicuously in dark paper.

When the fun is in readiness all members of the company retire into the hall, the mistress of revels taking advantage of their absence to place the little box containing the gift somewhere around the room.

It is not hidden, but simply laid in some position where the company will be able to see it should their eyes wander in the right direction. When the position of the gift has been decided upon, players are recalled.

The first person to see the gift says nothing about his or her discovery, but quietly sits down.

Each person as the discovery is made quietly follows these tactics until but one player remains. This person is condemned to some absurd forfeit, while the player who first discovered the gift receives the little box as a prize.

A CHRISTMAS TOY PARTY

Another merry plan on which to build your holiday week affair is a Christmas toy party. It is not a juvenile celebration.

The elders are the only guests. They may be depended on to enter with zest into the fun.

Ask each guest in his invitation to come bringing a toy, the more novel and unusual the better, and give the name of some charitable institution or enterprise devoted to children which will receive all playthings collected during the evening.

Provide a prize for the gentleman or lady whose toy shall be pronounced most interesting by a committee of persons named for the purpose.

Some little novelty suggesting a toy, such as an automobile-shaped box filled with writing paper, could be first award. A gingerbread man with "cloves for his eyes and spice for his tie" might recompense the booby winner.

Five-cent toys—dolls, jumping-jacks, fleecy lambs, and their like—form the basis of another amusing round.

There should be a quantity of these, one for each guest, and all should be different. They are wrapped separately in tissue-paper.

If a Christmas tree is to play a part in the decora-

810 The Mary Dawson Game Book

tions tie the little gifts to the branches and let each man or girl select one.


Or put them in a large punch-bowl wreathed with holly and let each player dip one out.

Whatever the way in which they are received, everybody is required to write a verse concerning the one drawn.

The toys are not retained after the game, but the verses are read aloud and a prize awarded for the most laughable.

A CHRISTMAS COBWEB

A delightful way for a young girl to entertain her girl friends at holiday-tide and to distribute gifts or souvenirs, if this be her custom, is through a Christmas cobweb. Make the web as usual, using bebe ribbon, narrow tape, or stout twine, according to your purse, and let it start from the parlor table or some other central point. Here and there on the web, as it pursues its vastly deviating course through the different rooms, tie bunches of holly with gifts tucked away in them. If there be any members of the company whose "engagements" are suspected, be sure to have the cords which are handed them terminate in bunches of mistletoe. It will make for fun. The hostess presents each guest with the end of the cord which she is to follow, and in this way each finds the token intended for her.



A DINNER TABLE GAME

When the Christmas week festivity is a dinner and a large one, it is very jolly to decide the question of places at table with the familiar rhymes of "'Twas the Night Before Christmas." Just before dinner is announced the hostess distributes among the company slips or cards on which the ever-delightful couplets are written. Alternate lines or couplets are given to men and women, the hostess holding the first slip, and the gentleman with whom she will go in to dinner the second. The couples are seated at table in the order of their slips, beginning with the hostess.

Again, it is amusing and ice-breaking to have each guest find his or her place by means of a trifling gift from the entertainer, and to have this souvenir in some way suggest the hobby of the person in question. For instance, the ardent horticulturist could find a bouquet of the flower he is most interested in, or an artificial spray will serve the purpose. The canine enthusiast and exhibitor finds his seat by means of a comic dog in poster pottery, and so on.

AN OBSERVATION TREE

In one family, where much entertaining of diverse character is done during the Christmas season, the

812 The Mary Dawson Game Book

unfailing Christmas tree, like Hamlet's player, performs many parts.

After the little ones of the family have duly enjoyed the evergreen it is retrimmed to form an afternoon's amusement for the middle-aged women of a guild. It is trimmed with all kinds of little gifts which were used unwrapped and which included one for each member of the company. It is dressed in a small anteroom adjoining the parlor. When all have arrived and the fun is in order, each woman guest in turn is conducted into the anteroom where she is permitted to "observe" the tree for two minutes by the watch, being then reconducted into the parlor. This is repeated until each has observed the tree. Cards and pencils are then distributed and each fair competitor is asked to write down all that she had noticed on the Christmas-tide shrub. The hostess collects the cards at the end of ten minutes and marks those which have the greatest percentage of correct answers, as 1, 2, 3, and so on. The woman who comes out No. 1 has the privilege of selecting a gift from the tree, No. 2 follows, then numbers 3 and 4, etc., until each in the order of precedence established by the scores has made her choice.

Many Christmas entertainments each year include a five- or ten-cent gift or some home-fashioned trifle for each convive, and this plan, if followed, will be found to add not a little to the fun.

NOVELTIES FOR YOUR CHRISTMAS PROGRAM

If you plan to have a tree at your church social or home party it would be attractive and a change upon the program of other years to invite guests to be present at the first illumination of it. "Atte Ye Lightyng of Ye Christmas Tree" the "invite" might read in quaint old-time phrase. If the illumination consists of electric bulbs have a carol sung as the light glows forth amid the bower of green. If you have candles, let each person present light one of these with a long taper. As he lights it he repeats a verse which may be either original or from the poets. For instance, that ever-lovely stanza from the carol:

Then be ye glad, good people,
This night of all the year,
And light ye up your candles,
For His star it shineth clear.

Another question which is equally puzzling as that of a new ceremony around the tree is a new way to distribute gifts. Here is one both new and interesting. Secure a quantity of green cardboard holly leaves, or fashion them from heavy green paper. On the leaves write in gilt the letters that go to make up the surname of some guest, one letter to each leaf. Have the presents daintily wrapped and display them around the

814 The Mary Dawson Game Book

room here and there. Encircling each package have a wreath made by laying the leaves side by side, the letters upon the shapes thus grouped together giving some name represented among the guests. This name when puzzled out is that of the guest for whom the present is intended.

If you like a comic distribution, place the gifts on a table and cover them with a sheet, pinning the ends of the sheet beneath the table. Draw lots for precedence and let each select a gift by feeling it under the sheet. When he has selected, pin a slip with his name on it to the mound which represents his choice. When all have chosen the gifts are brought forth together.

OBSERVING IN ANOTHER GUISE

Here is a new prize game that would be "heaps of fun." Make from scarlet net a huge specimen of the Christmas hosiery and stuff it well with all kinds of common things gathered up around the house. Hang it up, let each in turn, or two or three at once "observe" (or peek at in less dignified phrase) its contents. Have each then withdraw and write down what he saw. The three best lists compiled win prizes.

IN HOLLY COLORS

Next have a delightful search game with two huge bags in stocking shape, made respectively of green and

red silicia. Hang these up at opposite ends of the room if possible and conceal around the room candies wrapped in red, others in green, tissue-paper. Now decorate all players with red and green rosettes, the decoration each wears to indicate whether he belongs to the red or the green band, for these act as opponents in the game. Players form in line, green and red alternating, and the piano strikes up a lively tune. All march around the room at a quickstep, but when the music breaks off, as it will soon do, very suddenly, all break ranks and try to find and to drop into the stockings belonging to their respective divisions candies wrapped in appropriate color. When the music resumes the players form in line again, and so on with several breaks. When the contents of the stockings are counted, members of the band that found most distribute the booty among themselves.

SITTING DOWN GAMES

If you prefer sitting down games, a good one might be founded on things found in the Christmas tree. The following are illustrations: 1. Some baggage (trunk). 2. An act of courtesy (Bow—bough). 3. Warm apparel (Fur—fir). 4. Found in the work-basket (Needle). 5. One preceded by a letter (Cone). 6. A wild animal with a queer nose (Tapir—taper). 7. Never sophisticated (Evergreen). 8. Existing here

816 The Mary Dawson Game Book

now (Present). 9. Not the head office (Branch). 10. To waste with melancholy (Pine).

Or a little story with omitted words to be filled in would be novel. Here is a short beginning for years:

It was Christmas Eve and.....so..... The wind was filled with.....particles which.....and stung as they swept against the..... Through the crowds laden with and a child threaded her way along the bustling shopping street. Clutching her jacket more closely around her neck the ragmuffin pushed steadily along in the of the storm. In front of a shop window full of and she came suddenly to a dead stop.

The object of such a story might be to see who could choose the best and most descriptive terms in which to round out the story. Or the entertainer could give in brackets a hint as to the word she had in mind in writing the story (thus "acid" might be inserted where "bitter" is meant), and the game might consist in trying to guess what terms were intended. Again, each might be called on to write a short Christmas story. Or the ladies might write the tales while the gentlemen, their partners, draw pencil pictures illustrating them.

Another good plan would be to give each one a card with pencil and the following list of words which each is to incorporate in a short Christmas story, written,

The Mary Dawson Game Book 817

of course, for a prize: Yule, doll, tree, lights, snow, cheer, Dickens, dance, mirth, sadness, poverty, and goodwill.

No story from which any of the words given is omitted will be available to compete for the prize, and the one which reads best, all words of the list being written into it, wins a book of Christmas poetry or of good short stories.

Any of these variations would afford a good competition, for the idea can be much diversified.

After the games are over serve a dainty three- or four-course supper and the success of your entertainment will be complete. Here is a combination of Yuletide good things which every one will enjoy I am sure.

Turkey with Chestnut Stuffing	Potato Puffs.
Celery and Pineapple Salad	Bread Sticks and Butter
Cream Cheese Balls with Minced Pimento Olives	
Frozen Plum Pudding	Christmas Cake
Coffee	Marzipan

CHRISTMAS TREE GAME

A plan for obtaining partners which is capital for a Christmas tree social includes some amusing archery. Disks with numbers on them are wedged in among the green boughs, and each of these which the archer can dislodge with his arrow counts as many points as are represented by the number on the disk. The man

818 The Mary Dawson Game Book

and girl whose score is highest of their respective sexes are partners, and so on down the scale.

The first partners formed in this way are appointed King and Queen of the revels and are required to say what the rest of the company shall play. It makes a most hilarious program, for the King and Queen, having been only crowned with cardboard diadems, will prove full of resourcefulness.

A specially funny item is where two people at a time are given lighted candles and are told to slowly approach each other, allowing no glimmer of a smile to light their countenances, while they go through the following dialogue. It has to be recited in a slow, dismal manner, the dismalness increasing with each phrase:

First Speaker—"The King of Hunky Bunky is defunct and dead."

Second Speaker—"Alas! Alas! Alas! Alas! How died His Majesty?"


First Speaker—"Just so. Just so. Just so."

Second Speaker—"How sad! How sad! How sad!"

All the players could be required to go through with this ludicrous rigmarole, and those who laugh, and they will be many, are condemned to pay forfeits.

TO MEET KING YULE

For a pleasant party occurring during the Christmas holidays it would be amusing, I think, to include in



your invitations a line informing the company that they are asked for a certain evening to "meet Old King Yule," and then to have a dummy figure of this holiday personification made up of falseface, shawls, raw cotton (for hair and beard), and a barrel for a body. Have King Yule in some prominent position where he will be seen as the young folks enter the door, and let one of the games of the evening consist in crowning him with artificial holly.

Each player in turn is given a holly wreath, then blindfolded, and turned around three times. If he can succeed in placing the holly upon the genial brows of the king the player is eligible to draw lots for the prize. If he goes very far wide of the mark he must pay a forfeit.

In fact, nothing is better for a Christmastide party than good old forfeit games, in which failure means some hilarious penance imposed on the blunderer to divert the company.

A laughable forfeit, which I can recommend, is the one in which the player is required to stand facing the company and to draw a picture of Santa Claus in the air with his forefinger.

Another, equally funny, consists in having the victim first read over mutely the words of "The Night Before Christmas" and afterward rehearse the events of the poem in dumb show.

Or much fun can be caused by condemning the

820 The Mary Dawson Game Book

one who makes a bad business of his part in any game to spell the word Christmas backward three times.

Some one, again, may be required to imitate the motions of a particular Christmas toy, the hostess either naming the plaything herself which he will be called on to imitate or leaving the choice to the victim. One young man under this rule may have to run around the room bleating like a toy lamb, a girl player will walk, open and close her eyes, say Papa and Mama, and otherwise make a talking doll of herself. A small boy can be named for the spirited rôle of a jumping jack, and so on. All will be funny in the extreme.

Or gather your company at one end of the room and at the opposite end display on a table a branch of the holly bush. Call on each player to say how many berries there are on the branch displayed and write down each guess on a blackboard. Award a candy box decorated with artificial holly as a prize for the best guess.

Or make big holly berries of raw cotton covered with scarlet crepe paper and see which player can carry one of these completely around the room on a knife-blade. Play "Yankee Doodle" or other lively tune while the players are making an effort to win the prize in this contest. A bouquet of natural holly tied with broad scarlet ribbon makes a prize esthetically worth

while, or, if something is preferred to make fun, give a mince pie with a spray of holly stuck in it.

THE FUN OF A YULE PARTY

The flavor of "Old Christmas," as set forth in Washington Irving's sketches, for example, is a charming one for a juvenile party during the Christmas season.

Call it a Yuletide Festival and have everything as quaintly picturesque as possible.

It may well begin with a masquerade, as many entertainers like the costume frolic at this time of year, and such a festival affords special opportunities for clever dressing.

Include in each guest's invitation a phrase asking him or her to "Please come as Mynce Pye," or "as Plum Pudding," or as "Ye Spirit of Ye Holly," or "Ye Hobbyhorse" (an ever-present personification in old time Christmas mummeries), "St. George & Ye Dragon," and many other characteristics of the past are equally appropriate.

Let some one who is adapted to the part dress as "The Lord of Misrule"—a jester—and lead the revelers in gay procession through the house or around the room singing Christmas carols.

The games played can be modern without reference to the olden time unless the company consists of young

folks who enjoy the actual sports of old Christmas—Blindman's-buff, Snapdragon, and the like.

A CHRISTMAS MASQUERADE

Many girls will want to make their holiday time party a masquerade, as this form of entertainment is always so pleasant. I have heard a new and very funny way to arrange such a merrymaking which I pass on to those who want to have their parties as comic and as informal as possible. The idea is in writing out "the invites" to add a clause to each man's note reading like this: "Please stop for a partner at 22 Filbert Street." Of course, persons who are well acquainted, and the plan is suitable only for these, will know at once what girl's home is named. But, instead of each girl remaining at her home, the girls exchange places, so that each man has a fair partner whom he does not recognize, for each maiden is masked and otherwise disguised.

INDEX

- A, B, C Race, 150
 Abe, Honoring Honest, 537
 Add Fifty, 423
 Add One Thousand, 424
 Advertisement Pictures, 112
 After Dinner, Games, 783
 After-vacation Party, An, 349
 All About Ben, 498
 All About Bob, 497
 All Hands Sociable, 293
 All in the Bass, 444
 All Kinds of Ize, 480
 "All Sorts and Conditions of Men,"
 428
 Alleys We Pass Through Occa-
 sionally, 491
 Alphabet Cards, Games with, 29
 Alphabet Game, 133
 Alphabetical Puzzle, 489
 Anagrams, 196
 And Here You are Stung, 445
 Animated Concert, The, 215
 April First, Larks for, 652
 April First, More Laughs for, 664
 April Fool Jokes, 667
 Apron-string Party, An, 218
 Arden, An Evening in, 383
 Arithmetic Frolic, An, 372
 Arrest, 49
 Arts, a Survey of the, 461
 Audacious Authors, 198
 Aunties, Some of Your, 497
 "Authors" Game, A New, 187
 Autograph Game Made New, The,
 196
 Autumn Leaves, Fun With, 353

 Backward, Turn Backward, 496
 Baseball Romance, A, 475
 Bats that Fly Above, 487

 Bays You Should Know, 487
 Bead Race, 81
 Bean Bag Party, A, 374
 Beancake Party for Twelfth Night,
 A Quaint, 530
 Beans in the Pot, 95
 Berrying Picnic, A, 316
 Bers that Stick, 498
 Bets to Win, Some, 473
 Bills That Need Not Be Paid, 491
 Birds in the Bush, 435
 Birthday Flower, Your, 207
 Birthday Plan, A "Five Senses," 211
 Birthdays, Girls', 222
 Blarney, 642
 "Blers," 458
 Blind, Games for the, and Games to
 Play with Lights Low, 126
 Blocks, A Box of, 491
 Blood, Blue, and Other Kinds, 491
 Blues, These Will Give You the, 488
 Body, Human, 488
 Book Club Meeting, Pastimes for
 Your, 511
 Book Title Charades, 172
 Book Titles, the Game of, 424
 Bookish and Musical, Games for the,
 157
 Bo's for the Girls, 448
 Boston, an Evening in, 261
 Boxing Bout, A, 485
 Bread and Butter Party, A, 212
 Bridge of Sighs, The, 457
 Buckeyes, Outdoor Games with, 13
 Bucks, a Number of, 493
 Bulls and Bears, 451
 Bundle Game, The, 77
 Buns—Hot, Cold, and Cross, 451
 Bus, A Trip by the, 486
 Buttons, Progressive, 281
 Buy and What to Buy, How to, 490

- Cab May Be a Taxi, The, 487
 Cab, You Might Prefer a Ride in a, 486
 Camp, All Around the, 461
 Can You Add These Up? 495
 Can You Bate It, 460
 Candy Animals, 13
 Candy Beans, 803
 Caps That Fit Well, 453
 Card Game, A Progressive, 165
 Carrie, All About, 459
 Cars Not to Ride in, 460
 Cash Box, The, 459
 Cave of the Winds, a Frolic for March, 611
 Change Places, 59
 Chaps, Various, 496
 Chinese Game, The, 50
 Choosing a Name, 429
 Christmas Cobweb, A, 810
 Christmas Day Revels, 798
 Christmas Masquerade, A, 822
 Christmas Program, Novelties for Your, 813
 Christmas Toy Party, A, 809
 Christmas Tree Game, 817
 Circle Games for Children, 71
 Class You Entertain, How to Slam the, 385
 Clothes-pin Acrobats, 53
 Coal, A Ton of, 455
 Cocks that Never Crow, 433
 Cod, Species of, 486
 College Crowd, to Entertain a, 387
 College Party, Games for a, 365
 Colonial Celebration for February Twenty-second, 597
 Color Base, 79
 Colors, Games with, 110
 Colors, Question Games About, 442
 Columbus Day, October Twelfth, Games for, 712
 Commuter's Garden Party, 328
 Confetti Battle, A, 554
 Cords Strong and Otherwise, 453
 Cores, Find These, 454
 Cotton, Games with Raw, 203
 Counting Game, A, 702
 Courses, Games Between, 200
 Cranberry Social, A, 777
 Criss-cross Questions, 153
 Crossed or Uncrossed, 38
 Cupid, A Wiggle, 580
 Cups Without Saucers, 459
 Curs, A Number of, 452
 Curs, Some Common, 472
 Dab Tag, 41
 Dances—Not the Tango, 497
 Days, All Kinds of, 455
 Dens—Not of Beasts, 429
 Dickens' Works, Games Founded on, 161
 Dickory Dock—New Style, 11
 Dictionary Games, 192
 Dinner Table Game, A, 811
 Dinner Table Games, 202
 Dinner Table Stunt, 200
 Dips from Wisdom's Well, 458
 Dishes, Their Favorite, 484
 Do as I Do, 35
 Dog Show, The, 470
 Doily Contest, A, 412
 Dutch Party or Evening in Holland, A, 286
 Eastern Seeress, An, 751
 Elders, Games for the, 642
 Emergency, 35
 Enigmatical Authors, 188
 Entertainment Ball, The, 118
 Entomological Anecdote, An, 467
 Erin's Great Day, 627
 Evergreen Questions, 641
 Examination Paper in Terms of Geology, etc., An, 446
 Familiar Faces, 450
 Familiar Friends, 198
 Familiar Kinds of Hens, 434
 Famous Compositions, 184
 Fans, Some Good New Games with, 134
 Farmer, The, 25
 Farmers' Needs, 456
 Feather Tennis, 78
 February Twenty-second, Children's Games for, 599
 February Twenty-second, Stunts for, 605
 Fishing, 84

Flag Party, A Progressive, 684
 Fleet that Will Sail, A, 28
 Flip, Flap, Flummery, 80
 Flower Party, Games and Decorations for a, 209
 Fools' Day, Good Fooling for, 660
 Forfeits for Three, 19
 Forfeits, Some Funny, 127
 Four Hundred, the Game of, 130
 Fourth, New Plans for a Glorious, 674
 Fruit Basket, 62
 Fruit or Grain, Games with, 702

Garden Party, Games for a, 326
 Genealogy as Fun, 169
 "George" on Government, 590
 Gifts to Distribute, 109
 Globe Trotting Game, 501
 Going A-shopping, 46
 Good Luck or Farewell Party, A, 250
 Good Pals—Yours and Mine, 459
 Grab and Tap, 762
 Graduation Affairs, Features for, 366
 Great Men, The Ways of, 479
 Green Goods Auction, 639
 Grimalkin, Games Founded on, 734
 Guessing Game, A Little, 763
 Guessing Games, 494
 Guessing the Tune, 159

"Hall of Fame," New Party Called, 380
 Hallowe'en Candle, 739
 Hallowe'en Eats, 771
 Hallowe'en, Fortune Rhymes for, 770
 Hallowe'en, Games for Adults on, 761
 Hallowe'en Games for Children, 763
 Hallowe'en Invitations, How to Write the, 732
 Hallowe'en Party, a Tam O'Shanter, 719
 Hallowe'en Pumpkin, A, 737
 Handkerchief Games, 64
 Hard Times Games, 266
 Hard Times Party, or Tackey Social, A, 263
 Harvest Festival, The, 694
 Harvest Home, Games for the, 699

Heart Quoits, 570
 Hearts, An Auction of, 563
 Heel and Toe, 49
 Hobbies, 141
 Hobo's Hat, 53
 Holiday Week, Games for, 804
 Holly Colors, In, 814
 Hook-and-eye Games, 113
 House Party Amusements, 255
 House Party, A Novel, 462
 How They Come, 456
 How to Spend a Million Dollars, 268
 Husking Bee, A, 703

Iceberg Luncheon, An, 330
 "If at First You Don't Succeed," 468
 Illustrated Book Titles, 159
 Illustrated Descriptions, 197
 Incubator, The, 444
 Independence Day Games, 689
 Indian Party, Games for an, 249
 Indoor Picnic, Games for an, 307
 Indoor Picnic, Invitation to an, 307
 Initiation into the Order of the Gilded Crescent, 39
 Intellectual Pastimes, 184
 Ireland, A Little Trip Around, 643
 Ireland, Map of, 639
 Irish Tea, An, 631

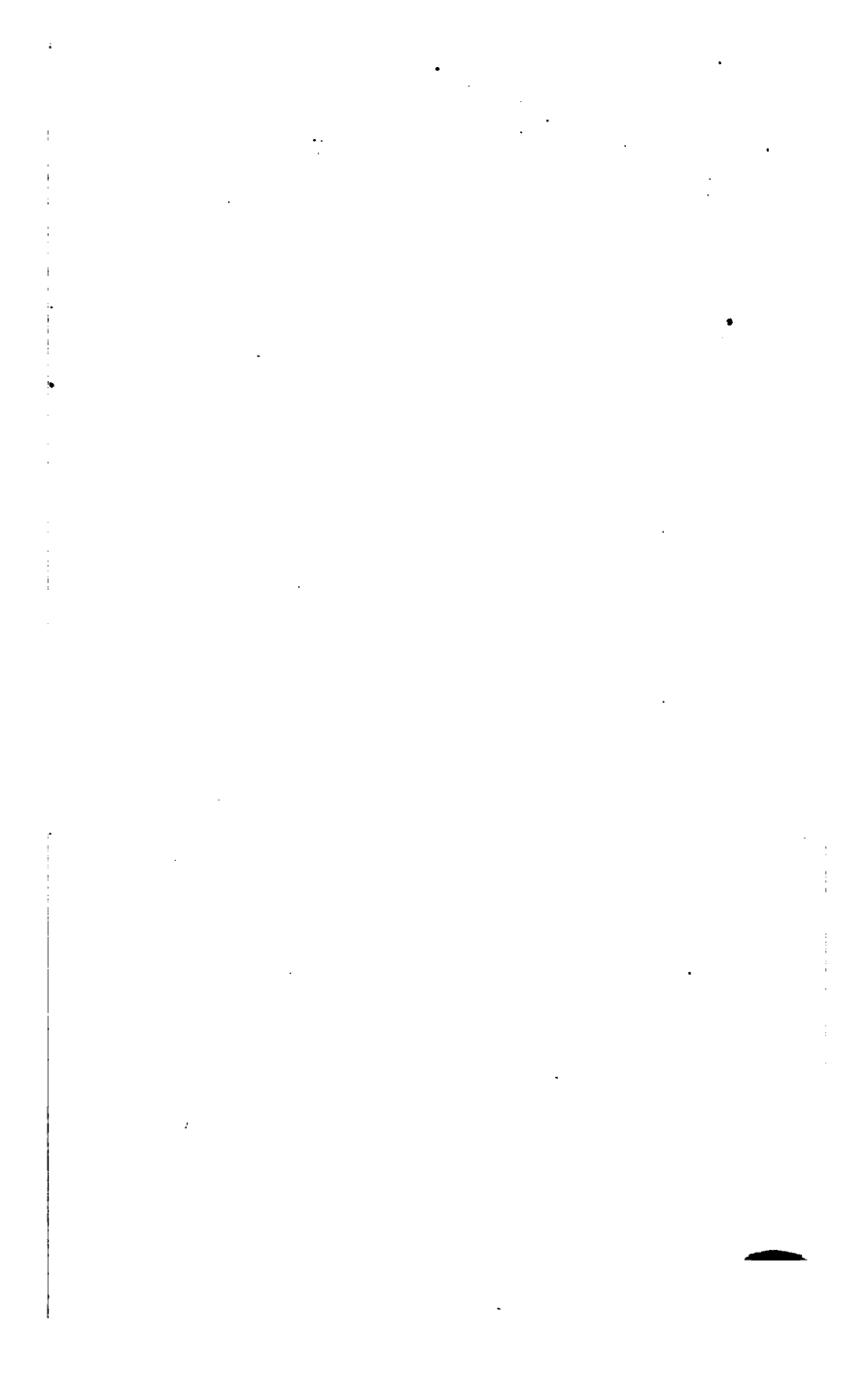
Japanese Entertainment, Games and Pastimes for a, 271
 Jungle, An Evening in the, 301
 "Just for Fun" Stunts for an Afternoon Party, 418

Knickknacks, Games with, 42
 Knots and What-nots, 51

Labor Day Games for Adults, 710
 Labor Day Games for Children, 709
 Labor Day, "Honest Toil" Parties for, 705
 Ladies' Tag, 413
 Laughter, 24
 Laundry Terms, 493
 Lawn Party, Games for an Evening, 347

- White House, A Visit to the, 275
Whitecap Party, A, 716
Who's Who, 37
Who You Are and Where You Are, 37
Winter Evening in the Woods, A, 309
Witch's Art Gallery, The, 749
Witch's Cave, The, 760
Word Building, 144
Workingman's Wisdom, The, 711
Writing a Story, 171
Yankee Doodle Tunes, 678
You Have a Face, 63
Young Girls' Hammock Tea, The, 228
Young Girls' Slumber Party, The, 230
Young Mothers, Games for, 415
Your Kfn and Mine, 450
Yule, To Meet King, 818
Zoo, All Around the, 40







FEB 27 1950



1

